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issue sixteen february '97

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RAGE RACER

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Send **letters** to: Play magazine, Paragon House,
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PLAY

issue sixteen

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TRIPPLE WHAMMY TIME! This month we've got a triumvirate of red hot items just waiting to be explored.

First up is of course the first review of *Ridge Racer 3*, otherwise known as *Rage Racer* – a game so playable and perfect in almost every way, I actually forked out £70 for it, and that's the first game I've bought in over four years! That's the best recommendation I can give. Okay, so *Rage Racer's* graphics might look a bit muted compared to the garish high res of the previous two games, but I think you'll find it's much faster, bigger and offers greater value for money than almost any other PlayStation game. The only other title that has excited me this much was *Tomb Raider*, and practically all of you now how good that is.

The bad news for official PlayStation owners is that my copy of *Rage Racer* is from the land of the rising sun and the UK PAL game is unlikely to appear until at least March. That will at least give me time to find all those secret cars, trophies and tracks for our tips section.

Next we have the awesome *Porsche Challenge*, which I saw for the first time this month and if you turn to page 30 you'll find the most authoritative article on the game to-date. At least we've given you more than one screenshot, which is all you've had to digest up until now.

And finally, there's news of *Tekken 3* from Japan, plus lots, lots more in our huge nine page 1997 preview. We've tried to fit every single new game in this epic guide, and I think you'll be surprised at some of the treats waiting for PlayStation owners this year.

As always thank you for choosing PLAY – the magazine written by and devoted to PlayStation obsessives!

Damian Butt
Managing editor

PLAYSTATION wired

n e w s • s n i p p e t s • r u m o u r s • h

TEKKEN 3 SPOTTED IN JAPAN!

TEKKEN 3 has been seen in the open at the PlayStation Expo in Japan. The Namco beast widely tipped to be the next big thing since, well *Tekken 2* obviously, broke cover at the Namco stand and was briefly on-show to hundreds of adoring fans. "Hang on a minute though," you might say, "who cares about the arcade game, I want some news on the PlayStation version." Well everyone knows that the two are being developed at exactly the same time and using the same technology. So be patient.

The version of *Tekken 3* on show was 30% complete and featured nine playable characters, including old favourites Law, Nina and King, although every character is almost completely photorealistic in direct response to Sega's highly impressive figures in *Virtua Fighter 3*.

Every move in the game has been motion captured from real martial arts experts and they include many different styles, just like certain characters in *Street Fighter Alpha 2*. *Tekken 3* was reported to be running on the modified System 11 board and

this would support the news that the PlayStation version is being developed in parallel with the coin-op. So far we have had no confirmation of the rumour that *Tekken 3* will feature a hardware add-on for its PlayStation release, but at this stage it would seem the only option, especially as the highly advanced body moulding of the arcade version cannot hope to be recreated on the standard PlayStation without hardware help.

Meanwhile Namco's weapons based beat-'em-up, *Soul Edge* (*Soul Blade* in the UK unfortunately) will plug the gap until *Tekken 3* arrives, most probably in October/November. More news as we get it because we want to play it just as much as you.



[ABOVE] Yes we know they aren't the best quality shots, but you try getting something better with a camera bow-tie when the security guards aren't looking



[ABOVE] *Tekken 3* boasts far smoother and more realistic characters. Only nine at the moment.



[ABOVE] It took us three days just to get close enough to *Tekken 3* to take this photo.



INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



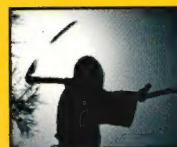
DAMIAN BUTT

A monumental thing happened this month – our leader actually bought a game – the first one in five years! Who said romance is dead. And the lucky lady – *Rage Racer* of course! play@paragon.co.uk.



GRAEME NICHOLSON

Plucked from obscurity (well Scotland anyway), young Graeme is our newest recruit and has already blessed PLAY Towers with his peculiar musical tastes and rapier-like wit. silencio@paragon.co.uk



THE MASKED REVIEWER

The identity of the masked reviewer is a dark secret. All we know is that we send him games to a postbox in Whitechapel, and a couple of days later, a review appears. Do not ask questions, just believe in The Masked Reviewer! maskedr@paragon.co.uk

NOZIN' AROUND

NOZIN' AROUND

RUMOURS WE can't

substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Rumour has it that a German production company has been granted the licence by Capcom to produce an \$18 million movie based on *Resident Evil* to appear at Xmas 1997.

The developers of *Tomb Raider* allegedly let slip this month that they may well be working on a game that uses the same game engine but is based around the life of a cat burglar. Instead of tombs and crypts, the character will be required to rob banks, museums and stately homes. Perhaps this is what Lara Croft does to finance her extravagant expeditions?

Acclaim has supposedly signed up the rights to a Batman & Robin game based on the fourth Batman film due out at the end of the year. The game is scheduled for the same time. Acclaim is also developing a game based on the comic series *The Fantastic Four*.

Rumours are currently circulating that Virgin Interactive entertainment is still thinking of releasing an *Elite*-style game on PlayStation. From what we've heard this is based on *Frontier*, or even worse, *First Encounters*, not the original *Elite*. We hope this is untrue.

Sony and SquareSoft have reportedly just signed a deal to GUARANTEE that *Final Fantasy VII* will never appear on the Nintendo 64 – a great coup for the PlayStation. Sony US says they are publishing the game, but strangely some UK sources are convinced that Virgin will be publishing the game over here. Virgin could not confirm this to PLAY.

UNITED COLOURS OF PLAYSTATION!

TWO PLAYSTATIONS

in as many months! Sony has just announced that a new white PlayStation is to be released in limited numbers in Asia.

Externally, the new whiter than white PSX will be identical because it is only the electronics inside that have been altered. The new machine has been specifically re-designed to allow the playing of MPEG VideoCDs which have only really taken off in countries like Taiwan, Singapore and South Korea.

It is thought that MPEG specialists Xing produced the movie playing facility for the new PlayStation, and although it will never be released in the UK or USA, you will be able to pick them up on import, if for example, you once had a CD-32 and collected loads of VideoCDs which are now useless.

The white PlayStation comes with white joypads and more than likely, bleached memory cards and multi-taps too, and when it finally goes on sale, Sony reckon it will cost in the region of \$280.

This now brings the total of different specification PlayStations to four: grey (standard), blue (development), black (Yaroze) and now white. Perhaps Sony should consider releasing custom coloured PSXs just like the N64 joypads!



ACTUA SOCCER 2 MAKES WAY FOR CLUB EDITION

ACTUA TENNIS & ARMS RACE REVEALED!

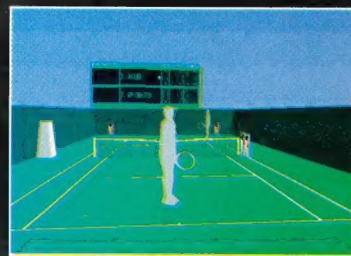
BEFORE ACTUA 2 arrives next year, Gremlin has announced a Club version of the popular polygon footy sim to be released on 12 April this year. The game includes every Premiership squad and uses new 'Panini' style photos and layout to give the game a fresh look and see it through until the sequel arrives, probably late in the year. The good news is that *Actua Soccer (Club Edition)* will sell for just £39.99, making it a perfect purchase for all those thousands of new (and younger) PlayStation owners who got machines for Christmas. Gremlin has also released the first screenshot of *Actua Tennis*, which is a sports game using the same motion captured engine as *Soccer* and includes full commentary which is certainly a first for a tennis game. *Tennis* arrives on the 1 June and will sell for £40.



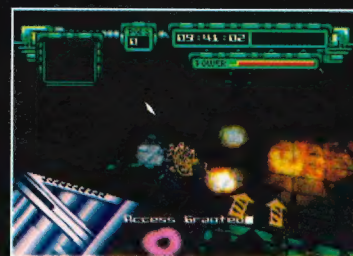
[ABOVE] *Actua Soccer (Club Edition)* is not just a cynical way to re-package an old game oh no...



[ABOVE] ... It features all the Premiership teams and stats and photos for every player. Wow!



[ABOVE] And here it is, the first shot of *Actua Tennis*. Obviously very early indeed.



[ABOVE] Gremlin's great hope for release in June is a 3-D tank game called *Arms Race*.

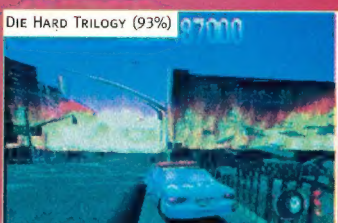
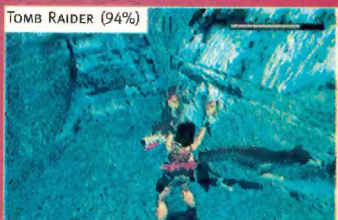
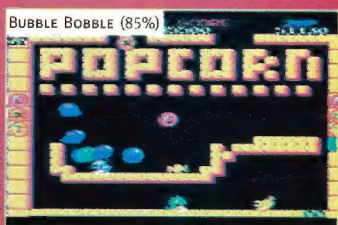
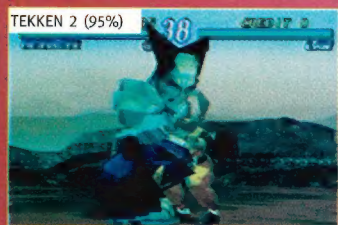


[ABOVE] *Arms Race* uses the *Reloaded* game engine and features strategy as well as shooting.



[ABOVE] *Arms Race* looks very much like *Assault Rigs*, doesn't it? Totally different though (honest).

PLAY+ RECOMMENDS...

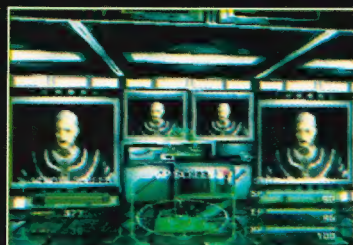


PLAYSTATION EPIDEMIC PREDICTED IN AMERICA

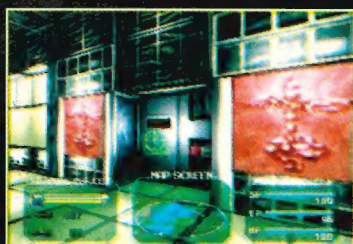
JUST WHEN you thought that one of the PlayStation's first games, *Kyleak the Blood*, was dead, up pops news of the sequel currently being finished off in the States by Sony.

Epidemic is an improvement in every sense of the word and the developers claim enhanced graphics (they don't look *that* enhanced - Ed), sound and more honed artificial intelligence. Now, instead of following a set path, you can explore the virus-infected base in real time, and there are various heads up displays which you can call up at anytime. *Epidemic* is a cool name, but it looks far too similar to the original, despite what the coders say. To be honest it's a kind of *Alien Trilogy* style shoot-'em-up, but as you can see from the graphics, it is nothing special.

Epidemic will be out on import soon. No news on an official release.

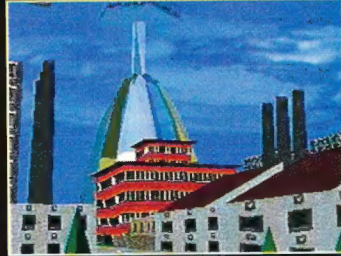


[ABOVE] *Epidemic* from Sony - a virus game that looks uncannily like *Alien Trilogy* (only worse).



[ABOVE] *Epidemic* was first shown at the E3 show last year and it looks just the same now.

"PlayStation?"



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A STAR IS BORN!

WHO COULD PLAY LARA IF TR BECOMES A MOVIE?

AMID SPECULATION

that a movie based on the exploits of Lara Croft in the game *Tomb Raider* will soon be announced, we thought it only right to open the debate on who should play the feisty heroine if a celluloid version appears.

First off you have to understand that there are two schools of thought on the subject. The first says that any woman can be in the running, and the second stipulates that the chosen female must at least be English, in keeping with the original character.

So let's whet your appetites with a few choice selections and then why not send us your nominations on the form below, along with any babes we've completely missed out?

First up is the gorgeous Terri Hatcher, she of *The New Adventures of Superman* fame and dubious appearances where she gets her kit off. Needless to say young Terri has the right chiselled looks, hairstyle, and, judging by *The Cool Surface*, the perfect chest proportions. Terri is definitely an office favourite to win the event, but when the competition's this fierce, nothing's a sure thing.

Also from School One is Sherilyn Fenn, the curvaceous beauty from *Boxing Helena* and *Two Moon Junction*. You can't deny that Ms Fenn would make a stunning Lara, and she's even quite athletic, if the aforementioned flick is anything to go by.

Also from America is Rene Russo, a bit of a rank outsider, but she can at least act, and even displayed kick-boxing prowess in *Lethal Weapon 3*. Sandra Bullock – no stranger herself to action movies (*Speed*, *The Net*) would also make the perfect female Indiana Jones, and without a doubt she bears the most striking resemblance to Lara in the game (see picture). Other yanks include the tenuous Janine Turner from *Northern Exposure* (Hmm, how did she get in there – Ed), the gets-everywhere-but-is-wholly-unsuited Pamela Anderson Lee, and even Yasmine Bleeth.

But of course the purists argue that whoever plays Lara must be English herself, and something of a genteel creature and so here's our hot list of Brit totty. Liz Hurley, obviously. Hugh Grant's opposite number has the cheekbones and stunning figure to pull off the role with ease, but one can't help worry that she might be too concerned about

WHEELY GOOD NEWS FOR DRIVING FANS

AFTER MUCH

speculation, it has been confirmed that Sony of America has signed up the Mad Katz Steering Wheel as an official product, thus clearing up the question of how they were going to create one themselves. The Mad Katz is one of the few wheels available for the PlayStation, but a PLAY test revealed it to be by far the best. In the UK, the Mad Katz is simply called the PSX Steering Wheel and it is sold by Gamester for £79.99. The big question now of course is will Sony UK make one of the import wheels in the UK official, and if so, which one and when? The recent controversy over the fact that Psygnosis' game, *Formula 1* does not work with the PSX Steering Wheel can only complicate matters, because at the time a representative for Sony told PLAY that it was creating its own wheel which would work with the game, and that it was the steering wheel that was at fault. If licenced, the Gamester product would still conflict with *Formula 1* and so an official Sony product would be unsuitable for use with one of the PlayStation's flagship titles. The Gamester wheel is currently the best on the market in our opinion, and a UK official licence would at least guarantee that the *Formula 1* fiasco could not happen again. Good news for fans of racing games everywhere then.



(Above) The PSX Steering wheel from Gamester – will Sony make it an official product in the UK?

breaking one of her nails or spoiling her appearance for Estée Lauder to indulge in the many action scenes the film will require. A rather desperate nomination goes to Maria Whittaker, who certainly has the looks, but smiles far too much to be a serious contender, and some might feel that Maria's tendency to fling off her clothes at even the slightest provocation might prove difficult when trying for a PG rating.

Carrying the torch for the UK far more convincingly is Welsh stunner Catherine Zeta Jones, the tempestuous sex grenade from *The Darling Buds of*

May. Surely there can be no better woman to take Lara Croft from computer to cinema screen? Catherine is not only phenomenally sexy on so many levels, but she also has the right athletic build, the face of an angel, and judging by her movie debut, *Blue Juice*, an up-an-at-'em attitude that is perfect for the role. The only other English Rose in contention is Victoria from the Spice Girls. Vote now and we'll print the results next month!

VOTE NOW!

Here are my top five Laras:

- 1.....
- 2.....
- 3.....
- 4.....
- 5.....

You should also consider:

I am of sane mind and have not been drinking. I realise I may win a stupid prize and so here are my details.

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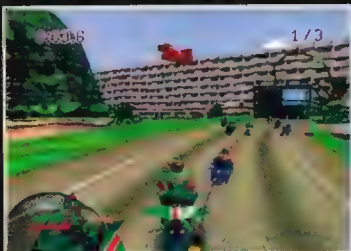


(ABOVE) This charming pic was recently seen on the 'net. Someone always has to go too far...

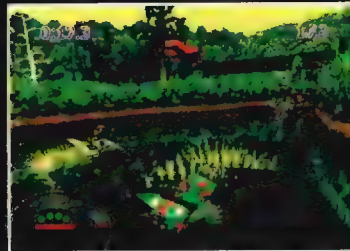


GET YOUR MOTO

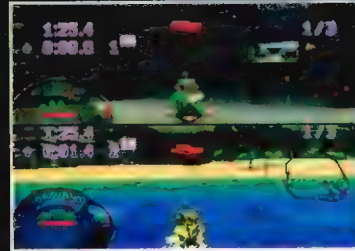
JET MOTO has been developed by *Twisted Metal* coders, Single Trac and although it has just been released in America, Sony UK has yet to set a date for the official version. Having seen the game briefly (full review next issue), we can confirm that the game is a super-smooth jet bike racing game which has you rocketing across many different surfaces – not just land or water. As you can see from these screenshots, each course contains areas of tarmac, water, snow, and even a sandy beach complete with sun loungers and tourists. *Jet Moto* also adds sections where you must jump or be smashed off your ride, and this greatly enhances the gameplay. *Rage Racer* this issue could certainly have done with some jumps. *Jet Moto* is out now on import and looks to hold its own against the Nintendo 64's *Wave Race*. Expect to pay £55-60 for a US copy.



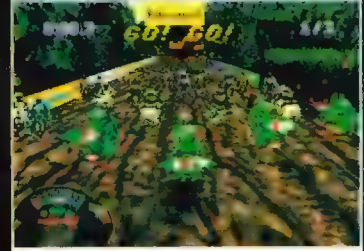
[ABOVE] The graphics in *Jet Moto* are clear and well defined and it moves surprisingly quickly.



[ABOVE] Anything *Wave Race* on N64 can do, *Jet Moto* does just as well. Check out the reflections.



[ABOVE] And don't forget the jazzy two player split screen mode. Every game should have one.



[ABOVE] A silly number of opponents begin each race and it's half the battle just getting started.

ARC THE LAD 2

ARC THE LAD never made it over here and with good reason. The original adventure was simplistic, easy to complete and in no way taxed the PlayStation. It could have been a Super NES game and so people hungry for next generation fodder stayed away in droves. *Arc the Lad 2* however is a totally different proposition, and it has just been released in America to widespread acclaim.

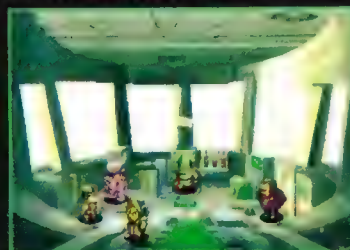
Arc 2 is a proper RPG in that the plot is completely non-linear and you must find your own way through the game and make key decisions that will influence the course of your life.

You play Elk, a bounty hunter who as a child was found to have magical

powers and was experimented on by a sinister government. One spot of amnesia later and Elk is paid to hunt down and kill the hero from the first game, Arc – an ironic twist that can only end in an almighty battle and a predictable team-up. Before you know it you're suddenly controlling over ten characters, and the plot takes a dramatic turn as the whole world seems to be after you. *Arc the Lad 2* is an epic adventure that is much larger than its predecessor and aims to take on *Final Fantasy VII* when it arrives later in the year. It may not have the name, but you could do worse than pick up an import copy and check it out. There are no plans for a UK release at time of print, but we'll keep you posted.



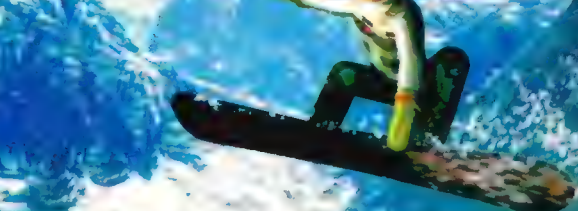
[ABOVE] *Arc the Lad 2* is significantly bigger and better than the original in every respect.



[ABOVE] You can control up to 14 characters at once, and it's a worthy purchase on import.

"COOL BOARDERS IS SUPERB".

Mean Machines PlayStation



"Cool Boarders is the top one-player sports game on the PlayStation"

PlayStation Plus 91%



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OF PLAYSTATION

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ENTERTAINMENT

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CAT BUCANNON brings you all the news on what's hot in the land of Bill Clinton and endless cable TV channels.



Fears of a shortage of PlayStations this Christmas in the USA have been realised, as many stores across the country have now run out of the console. Sony claims it is actually air-lifting emergency shipments of PlayStations to stricken areas after sales exceeded all expectations. The popularity of the PlayStation appears to be in direct response to buyer confidence dropping for the Nintendo 64. The N64 in America has always suffered supply shortages, but now that its much anticipated 'killer app', *Shadows of the Empire* has not been favourably reviewed, many potential adoptees are jumping ship in favour of the PlayStation. This all amounts to the PlayStation being even more popular in 1996 than it was at launch!

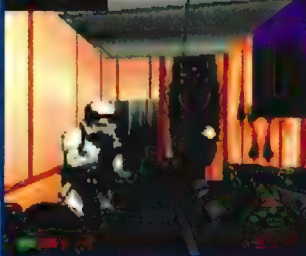


Bad news for *Star Wars* fans is that both *Shadows of the Empire* on Nintendo 64 and *Dark Forces* on PlayStation have been slated in the US press on release this month. *Shadows* was condemned for being too short and full of lots of mini-games that don't all hold the attention, and *Dark Forces* was slagged for poor graphics, a jerky frame rate, and generally being a worse version than the two year old PC game. I would not recommend picking up *Dark Forces* on import.



Crypt Killer is pretty big news over here because it is the first game designed to run with Konami's new Justifier light gun (you may remember a similar gun on the Super NES with *Lethal Enforcers*). The game is a conversion of the popular coin-op which actually featured pump action shot(light)guns instead of the familiar pistol affairs, and it's a shame that Konami didn't produce something like that instead of the generic Justifier shape. Anyway, *Crypt Killer* is good fun, but the graphics are not a patch on the arcade machine and it does get a bit repetitive. What makes *Crypt Killer* different from other light gun games is that you are regularly dropped into traps by the undead, and this adds a badly needed extra dimension to the gameplay. Look out for it soon from Konami UK, but wait for the PLAY review.

DARK FORCES



CRYPT KILLER



Host Cat Bucannon - is the gamesplayer's Diana Troy!

FIRST RALLY GAME ON PSX!

SONY OF AMERICA

has kept this one a bit quiet. Set for release in the US this month is *Rally Cross*, the closest thing the PSX has to *Sega Rally*, and it features six courses of varying conditions, 20 vehicles to control (including trucks!), real car damage and best of all a two or four player split screen option. Obviously this will pip both Merit Studios' *Total Drivin'* and Europress' *RAC Rally* to the post, but there is no confirmation of a UK release date yet. Full review soon.



[ABOVE] *Rally Cross* from Sony US - not *Total Drivin'* from Merit, but very close...



[ABOVE] The graphics are certainly impressive, with loads of detail on the cars...



[ABOVE] ...And they even take off and roll just like the real thing. We can't wait to review this.

UK GAMES MARKET MADNESS!

WHY ARE software companies afraid to reveal news about their games more than a month before they hit the streets? It makes me mad!

Look at Japan for example, the birth place of the PlayStation. A typical

Japanese review magazine is a huge 200-page monster; crammed to bursting with screenshots, artwork, competitions and adverts. Information explodes from every square inch, and they seem to have no trouble obtaining high quality images well in advance of release - it's called hype, and the UK market, with perhaps the exception of Psygnosis, knows nothing of it.

The moral of this story. Start the hype early and people will be begging for the game by the time it hits these shores. Bathe the project in silence and no-one will even notice it.



CHARTS

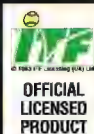
In association with

ChartTrack

Pos	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	FIFA '97	EA SPORTS	EA	70%
2.	DIE HARD TRILOGY	PROBE	EA/Fox	93%
3.	TOMB RAIDER	CORE DESIGN	EIDOS	94%
4.	FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
5.	SOVIET STRIKE	EA	EA	83%
6.	CRASH BANDICOOT	NAUGHTY DOG	SONY	84%
7.	TEKKEN 2	NAMCO	SONY	95%
8.	WIPEOUT 2097	PSYGNOSIS	PSYGNOSIS	93%
9.	RESIDENT EVIL	CAPCOM	VIE	95%
10.	WARHAMMER:SOTHR	MINDSCAPE	MINDSCAPE	82%

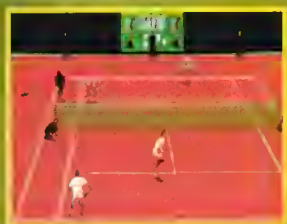


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JAPS EYE

ALL THE LATEST

news from the land of the rising sun...

D The sequel to *Myst* is called *Riven*, and it is in development in Japan at the moment by Sunsoft, and although details are scarce as the exact content, I do know that it is scheduled for a Summer 1997 release over here, so probably Xmas for the UK.

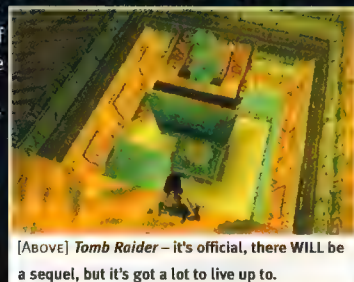
D Just released here in Japan is the sequel to the moderately famous Super NES game, *Kid Clown in Crazy Chase* from Kemco. This is an isometric platform/running game where you play the titular kid who must race through levels packed with obstacles against a strict time limit. Your arch enemy is Dirty Joe, and he pops up throughout the game to set traps and get in your way. *Kid Clown* is a decent enough game, but it is aimed more at kids and has 14 stages of *Paperboy*-esque madness. Worth checking out on import, but the gameplay is a little repetitive.

D Finally, news of *Street Fighter Ex*, the 3-D polygon rendition of Capcom's long running beat-'em-up series. This new game looks stunning and although only eight characters have so far been implemented, there are plenty of new ones including Cracker Jack, Pullum Purna, Doctrine Dark and the good news is that Guile returns after an absence in *SFA2*. There is also a new move called the guard block. Check out the 1997 preview for more on this game!



GREEN LIGHT FOR TR 2!

CORE DESIGN, the developers of *Tomb Raider* revealed to Play that they were indeed starting preliminary work on the sequel which is planned for release at the end of the year. *Tomb Raider 2* will use a modified version of the existing 3-D engine which will allow for more detailed textures whilst still keeping the frame rate at acceptable levels. The major difference between *Tomb Raider* and the sequel is that the latter will feature more outdoor scenes, rather than confining Lara to dank tunnels and temples. *TR 2* will be a far more open game, with large plateaus to explore, very much like the Lost World level of the first game, but with open sky and sprawling levels. The best we can hope for is something approaching the atmosphere of *The Land that Time Forgot* on the Spectrum. Having Lara trapped in a forgotten world after a plane crash would add suspense and a sense of danger to the game. It is believed that the main originator of the first game, Toby Gard, will not be working on *Tomb Raider 2* as he has been moved onto a completely new secret project. This magazine hopes that the vast number of innovative traps and ideas will not be sacrificed to have the game ready for the Christmas market.



[Above] *Tomb Raider* – it's official, there WILL be a sequel, but it's got a lot to live up to.

SONY PLAYSTATIONSKI

RUSSIA has just become the newest market for the Sony PlayStation, with Sony exporting 3,000 consoles to Moscow just before Christmas. Sony says that it hopes to install a user base of over a million units eventually and sees Russia, and all eastern block countries as potential boom markets. The only problem is that given Russia's widespread poverty, food shortages and elastic inflation, surely your average Russian is going to be unable to afford one, especially as

the price of a PlayStation is likely to be at least a year's salary for most. Perhaps we'll see a thriving bartering system for would-be strapped for cash PlayStation owners – "C'mon comrade, give us a PlayStation and you can have three pairs of Levi jeans, a Boyzone CD and some depleted uranium. Oh alright, a lorry of Kalashnikovs and an SU-27 fighter plane. But you've got to throw in *Tekken 2*!" Look out for the Russian edition of PLAY soon. It's ten pages long and comes with a free loaf of bread. Da, da, da.

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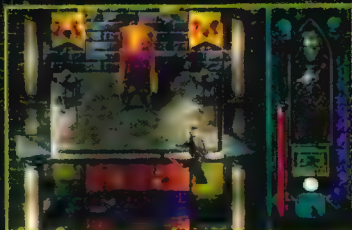
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CREATURES OF THE NIGHT

BLOOD OMEN, was revealed a few issues ago, but now we can confirm that we will have a running copy of the game, perhaps for review, next issue from BMGie. The game is an overhead adventure where you play a vampire who can transform into a wolf, bat or mist, and apart from being very gory, it claims to offer over 100 hours of gameplay and 120 enemies! Full report next issue if the disk arrives (hint hint).



[Above] *Blood Omen* from BMG. We expect this to be very good indeed.



[Above] Play a vampire – turn into mist, slip under the door, chomp a virgin, get staked!



[Above] Those of you thirsting for a decent adventure with plenty of sauce better get this.

THOSE RELEASE DATES IN FULL

Well it's the new year and just how many of those Christmas games actually missed the silly season and ended up here?

JANUARY

Batman Forever (Acclaim)
Black Dawn (Virgin)
Carnage Heart (Sony)
CoolBoards (Sony)
Dark Forces (Virgin)
Destruction Derby 2 (Psygnosis)
Down in the Dumps (Phillips)
Exhumed (BMGie)
Incredible Hulk (Eidos)

International Superstar Soccer (Konami)
Mechwarrior 2 (Activision)
Monster Trucks (Psygnosis)
NBA in the Zone 2 (Konami)
NBA Live 97 (EA)
ReLoaded (Gremlin)
Sulkoden (Konami)
Tempest X (Interplay)
Tobal No.1 (Sony)
Wing Commander IV (EA)

AND THE SLIPPERS...

GAME (PUBLISHER)

Batman Forever (Acclaim)
Contra: LOW (Konami)
Iron & Blood (Acclaim)
Syndicate Wars (EA/Bullfrog)

WAS

December
January
December
January

NOW

January
February
January
March

YAROZE VIEWS

PROMINENT INDUSTRY FIGURES DISCUSS THE IMPACT OF SONY'S HOME DEVELOPMENT SYSTEM...

"I think Yaroze will be great. At the moment there is very little new talent and Sony has now given the ability to program for the PlayStation to the students. Already there are some brilliant demos. Although you cannot sell the games you make directly. If you've got a good demo, you can crack it like that [click of fingers] and they also bring in new ideas and fresh blood. It will give us the new *Tetris*, or the new *Pacman*, games you can do in your own room. Most of the games these days are made by large teams, and perhaps once Yaroze has taken off, Sony will be able to sell CDs with the best demos on them."

Pascal Jarry. Project leader, SCEE

MOST WANTED

FMV – and CDV – will none of a cheap (but new, and really innovative) somewhere could get all their army and control the original (but Zoroze!) to the PlayStation. Know the power of the console allowing for fluid in and finally mapped space craft – Unleashed FMV missions, full scale combat, and of course the endless challenge of becoming an elite soldier through training and combat. Have recently heard from the man who has the license for the original game, and is also a PlayStation fan, that it is more – being in the PSX world!



"SELL YOUR GRANNY AND PLAY TOBAL NO 1 TILL YOUR FINGERS BLEED".

Play 94%

TOBAL NO.1

"The quest mode is a superb addition to the game, and makes for some late nights as it's really tough to complete"

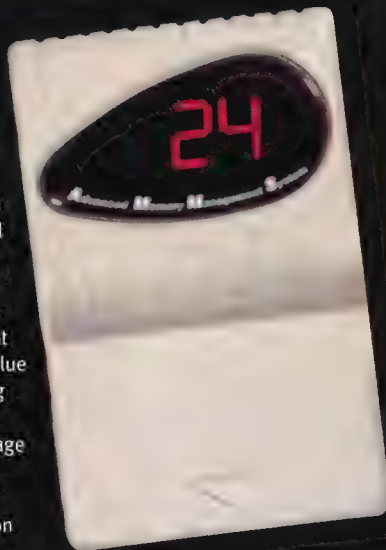
Mean Machines PlayStation



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

360 SLOT MEMORY CARD RELEASED BY DATEL!

DATEL Electronics has just released a 360 slot memory card for the PlayStation which is the equivalent of over 20 standard memory cards! The Memory Card 360 is designed to look just like an official Sony peripheral and includes an LED display to show which page of saves you are looking at. The 360 has a one year warranty and is out now priced at £49.99. We think it looks excellent value for money, but we'll be giving it a long term test to see how it fares. The big question on our lips is will your average PlayStation owner ever buy enough games to make use of the 360's vast storage capacity? For more information contact Datel on (01782) 744707.



SONY SELL OUT!

A SENSATIONAL year for the PlayStation unfortunately meant chronic shortages of the console for some countries over Christmas. Italy, Spain, the Benelux countries and most of Scandinavia had all completely sold out by mid December; leaving many desperate parents without their star present, and early predictions were that Germany and France would follow suit before the end of the year.

Fortunately, the UK had none of these problems, with all major retailers able to cope with demand, but it does at least show what a massive success the PlayStation continues to be, despite the launch of the Nintendo 64 in America and its impending impact in Europe this March. Estimates now put the total number of PlayStations sold worldwide at 10 million: 4.2 (Japan), 3.45 (USA) and 2.35 in Europe.



[Above] This woman got her son a Playstation for Christmas despite chronic shortages...



[Above] This man didn't...

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ISSUE [5]
Tekken 3 issue.
World first look
and massive
feature.



ISSUE [6]
Viper and Tunnel
Rats exposed.
Addicts Source
FREE postcard!



ISSUE [8]
Resident Evil
issue. Huge review
+ Duke Nukem 3D
news!



ISSUE [9]
Massiva Sex
Edge feature.
Wipeout 2.02,
Project Overkill.



ISSUE [10]
Tomb Raider
exclusive back
Crash Bandicoot
FREE sweet!

Back ISSUES

ISSUE [11]
Die Hard,
Terminator,
Formula 1, Soviet
Strike - fantastic!



ISSUE [12]
Exclusive review
of SFZ2, huge Jap
feature, plus
Burning Road!



ISSUE [13]
Massive review of
Project Overkill, first
look at Nightman
Creatures!



ISSUE [14]
Superb Syndicate
Wars exposé and a
huge review of Tomb
Raider and DD2!



ISSUE [15]
Command &
Conquer:
Pandemonium
FIFA '97 reviewed!



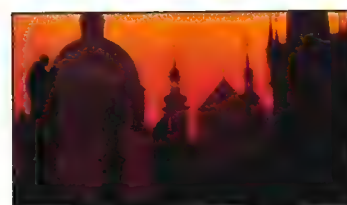
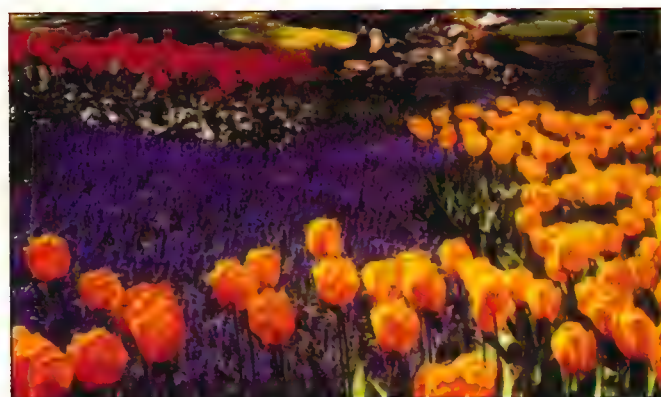
Win a FLIGHT FOR TWO anywhere in Europe

Transport Tycoon, MicroProse's slick business management game is due to hit our shelves soon. In eager anticipation, MicroProse is giving you lucky **PLAY** readers the chance to win a pair of air tickets to ANY destination in Europe, or better still, a copy of the game!



Imagine winning two air tickets to anywhere in Europe! Who would you take? Where would you go? Brussels, for sprouts. Switzerland for chocolate or perhaps Amsterdam for, erm, tulips.

Wherever your potential destination, one thing has to be established. Who the winner of this great competition is! Two unimportant and equally uninteresting questions have to be answered, so let's get the formality out of the way. Just answer the following question correctly and you are in with a chance to win the set of tickets.



1) In which year does
Transport Tycoon begin?

1930 / 2000 / 1830

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EUROPE BY REGULAR JET, PLUS A COPY OF
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Five numbers up each receive a
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The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers MicroProse may not enter. The closing date is 30 January 1997. All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value than the one illustrated. No cash alternatives, sorry.

THE GAM

AT THE END OF THE DAY
WE ALL WANT TO KNOW
ABOUT THE LATEST
PLAYSTATION SOFTWARE,
AND THERE'S NO BETTER
PLACE THAN RIGHT HERE IN
PLAY!

ADMIT ONE
Exclusive
1997 PREVIEW

20 We bring you the ultimate 1997 preview, containing information on every single new game. How much do you know about *Resident Evil 2*? Find out all the facts in our two page special, and while you're at it, why not check out *Street Fighter Ex*, *Time Crisis*, *Soul Blade*, *Rapid Racer*, *Spider*, *Syndicate Wars*, *Actua Soccer 2*, *Quake*, *Star Trek*, *Tekken 3*, *Final Fantasy VII* and of course *Tenka*. If it's PSX, it's in here!



GUIDE TO THE GRADES

1 We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...



90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

75-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are

some gameplay flaws, but nothing serious.

50-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

30-50 Games that should be avoided by everyone except die-hard fans of the genre and masochists.

0-30 Complete tripe. Avoid at all costs!

PLAY ICONS

These symbols are designed to give you vital information about the maximum number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joystick come under steering/analogue.



One player
eg Project Overkill



Multiple Players
eg Tekken 2



Steering/Analogue
eg Negcon



Multi-Tap
compatible



Mouse compatible
eg Sim City 2000



Uses a Memory Card
(for save games)



Split Screen
eg Bust-A-Move 2



Link Cable compatible
eg Formula 1



Light gun compatible
eg Die Hard Trilogy

ES

REVIEWS ► WORKSTATIONS ► WIRED UPS



WORKSTATIONS

You want in-depth features on the latest software? You got it!

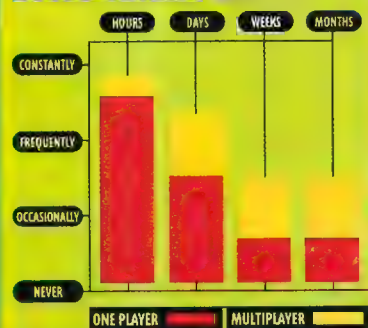
PORSCHE CHALLENGE 30



CHALLENGE BOX

This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one-player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective, we hope it gives you a rough guide to a game's lifespan.

LONG TERM PLAY...



PLAY REVIEWS

Nobody does it better. Play reviews are the only place you should turn if you want authoritative advice. Never buy a PlayStation game without seeing what we gave it first.

RAGE RACER	34
TWISTED METAL 2	40
COMMAND & CONQUER	44
CONTRA: LEGACY OF WAR	54
TEMPEST X3	56
NBA LIVE '97	58
SUIKODEN	60
BEDLAM	64
POWERMOVE WRESTLING	66
SMASH COURT TENNIS	68
STAR GLADIATOR	70
COOLBOARDERS	72



WIRED UP

A short look at a game which is either too big to be ignored, or a final assessment before it's reviewed.

SENTIENT	82
TOBAL No.1	84
ROAD RAGE	86
TRANSPORT TYCOON	88
DARK FORCES	90



IT'S THE NEW YEAR, SO WHY NOT CELEBRATE BY CHECKING OUT THE LATEST GAMES FOR YOUR SHINY NEW PLAYSTATION? OVER THE NEXT NINE PAGES WE'VE CRAMMED IN AS MANY NEW GAMES AS POSSIBLE, BUT THAT'S STILL JUST A FRACTION OF WHAT WILL ACTUALLY ARRIVE!

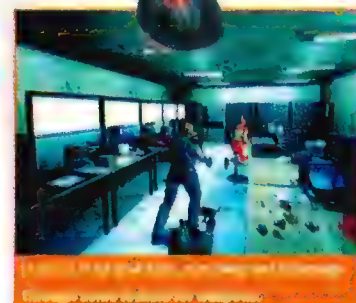
RESIDENT EVIL 2

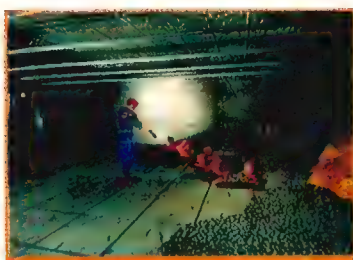
EVERYONE'S favourite horror movie is back in April and all the indications are that it's going to be far better than the original (Rated 95% in PLAY).

Set in Raccoon city, initially in the police station, the game is controlled as either Leon Scott Kennedy or Elza Walker and once again zombies have taken over and turned the populous into mindless brain-eating menaces. As you can instantly from the screenshots, *RE2* is considerably more detailed than the first game, with the police chief's office, for example, containing a model of the city, expensive furnishings and some excellent steel shutters which were supposed to be zombie-proof. One of the main enhancements of this new game is that fact that instead of being attacked by one or two zombies, it can

be up to seven at once, all moving in completely different ways. As the first area is a police station, the majority of the zombies you first encounter are former policemen, and they even still wear their badges!

The entire police station can be explored, and rooms include the civic





(Above) These former police dogs now have exposed rib cages and are totally lethal.

reption area, shooting range, dog kennels, garage, armoury and the cells. You must also find a map of the town as soon as possible, and then once armed, the next task is to find out where all the zombies are coming from. Like the first game, puzzles consist of pulling levels, cracking codes and tests of agility, and although the game still moves at a leisurely pace compared to say, *Tomb Raider*, the suspense keeps piling on as you discover that some zombies are quicker than others... You also get separate death scenes when your hit points are exhausted, and so instead of the screen going black, you can stay and watch your neck being ripped out by ravenous dogs! Lovely. Both characters can also don new clothes that offer better protection from the undead, and a good place to start looking is the locker room. Who knows, you might even get lucky and find some bullet proof vests?

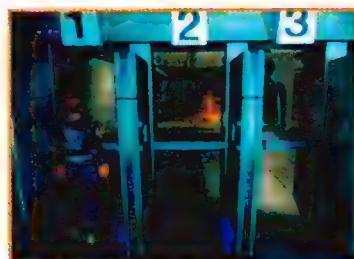
The backgrounds in *RE2* are far more interactive than in the first game, and a good example of this is the shooting range. Stand in front of one of the booths and the game allows you to practice your marksmanship, then press a button and bring the target to the front to see exactly how you did. Watch out though, because while your back is turned, some foul devil dogs get the drop on you.

We are in no doubt that *Resident Evil 2* will be one of the, if not the biggest games of the year and an essential purchase. Capcom has yet to decide if the game will feature any large beasts like the giant plant in the first game, it may be a case of having more enemies on-screen, but this could change for the final version. What is clear is that blood can be caked on the walls and

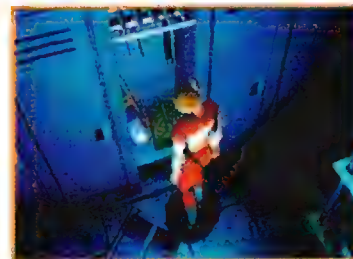


(Above) The chief's office is a great place to make a last stand, but there is no other way out.

your clothes, and this will remain until you change them. Also you must be careful of ripping your clothes, as the disease might strike you down too. *RE 2* will be one of the greats, so expect more news stories and previews in the run-up to the big review. We can't wait.



(Above) This is the chief's briefing room. Check out the lockers for clues and special items, and don't forget you're gonna need a key to the armoury.



(Above) The huge model of Raccoon city is just one of the many lavish items in the chief's room. Check out the leather couch and pictures of former chiefs.



(Above) As in the first game, get your back against the wall and keep shooting.



So much detail, so many zombies - Capcom has done it again.



(Above) It always pays to look behind you Elza. Here a zombie grabs you from behind...



(Above) BLAM! The zombie's head explodes and Elza is splattered with its blood.

CAPCOM CONT...

APART FROM RE2, Capcom also has one or two other little gems waiting for PlayStation gamers this year.

First up is *Street Fighter Ex* (not *Street Fighter Alpha 3*), which has Ryu and his chums turned into 3-D polygons rather than flat 2-D sprites and also introduces loads of new characters, including Pullum Purna, the granddaughter of a rich arab and who is as fast as Chun Li, but far more powerful. Hokuto is a Japanese woman skilled in the art of Bushinryu. Doctrine Dark is an elite assassin, and Skullomania is quite literally a human skeleton.

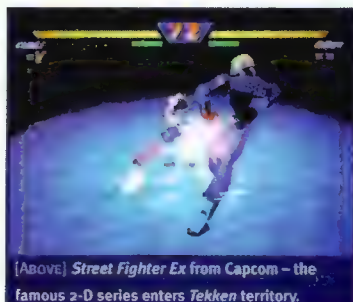
Street Fighter Ex also brings a brand new move to the series, the Guard Break. This move allows you to break through an opponent's blocking move in order to win against those annoying gits who always block for the majority of the match. Using the Guard Break move will take one unit from your Super Combo Gauge and it is very satisfying indeed.

At the moment *Street Fighter EX* is not even in the arcades yet, but expect a PlayStation version at the end of the year giving Capcom a badly needed *Tekken 3* rival. News on *Street Fighter*

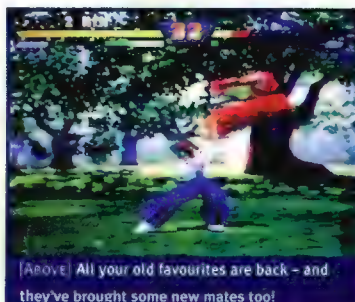
Alpha 3 is scarce, but another 2-D *Street Fighter* game is being produced, but no release date has been given.

Capcom is also releasing the following in 1997: *Major Damage* (a platform beat-'em-up featuring the titular Mr Damage, first name Brian). *Super Puzzle Fighter* is a *Tetris*-style game featuring the characters from *Street Fighter* who beat each other up while you play. *Megaman 8* is the PlayStation's first glimpse of the famous rocket chap who dominated the Nintendo Entertainment System and Super NES, but who now won't be appearing on the new Nintendo machine. The game is a pure arcade platform affair and although nothing original, the legendary Capcom playability will shine through.

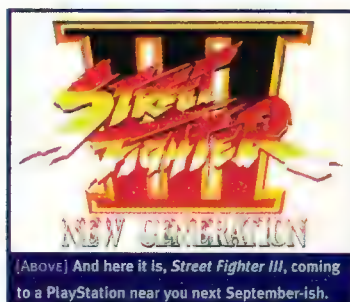
And finally from the Tokyo based company is *Breath of Fire 3* (see PLAY #12 for more details), *Cyberbots*, *Werewolf*, *Fox Hunt* and *Marvel Super Heroes* which is the long awaited beat-'em-up featuring every famous American comic character you can think of. As you may of gathered, the *X-Men* game due to come out through Acclaim and written by Capcom has now been scrapped and *Super Heroes* has replaced it.



[ABOVE] *Street Fighter Ex* from Capcom – the famous 2-D series enters *Tekken* territory.



[ABOVE] All your old favourites are back – and they've brought some new mates too!



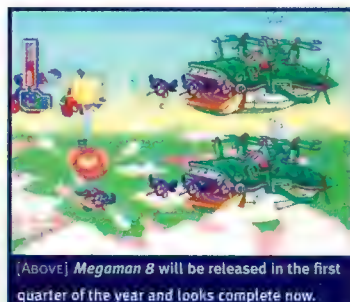
[ABOVE] And here it is, *Street Fighter III*, coming to a PlayStation near you next September-ish.



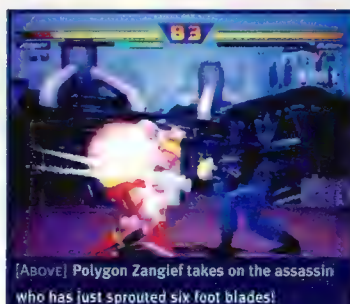
[ABOVE] *Street Fighter III* – looks like more of the same hijinks only with totally new characters.



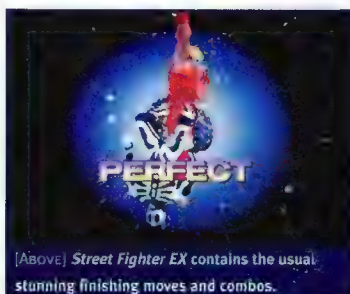
[ABOVE] *Megaman* is known as *Rockman* in Japan, so don't be confused kids.



[ABOVE] *Megaman 8* will be released in the first quarter of the year and looks complete now.



[ABOVE] Polygon Zangief takes on the assassin who has just sprouted six foot blades!



[ABOVE] *Street Fighter EX* contains the usual stunning finishing moves and combos.

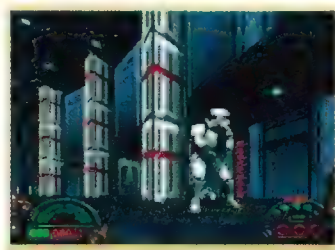
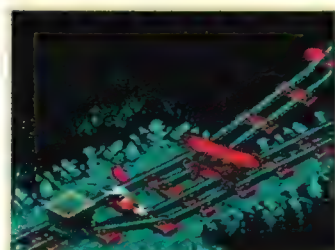
VIRGIN

A FAIRLY EMPTY

release schedule for the start of this year according to Virgin, but remember that it is the official publishers of Capcom, and so the likes of *SF Ex* and *RE2* are on their product sheet.

After *Black Dawn* and *Grid Run*, Virgin has the long awaited (and delayed) platform game, *Spot Goes to Hollywood* which should appeal to younger gamers. *Tilt* might eventually show its head this year, as will *Heart of Darkness* (no, what the hell, let's wait till 1998!). And don't forget the LucasArts quartet of *Herc's Adventures*, *Ballblazer*, *Dark Forces* and *Rebel Assault 2* – all due out pretty soon.

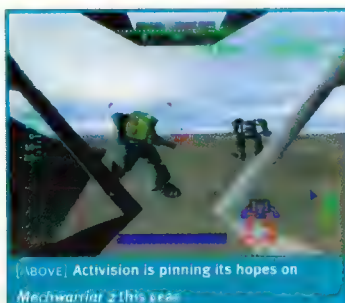
4-4-2 is a football game apparently, but we've seen nothing on that yet, and Virgin is also releasing Anco's *Cricket* on the PlayStation (the first of its kind) as well as *Player Manager*. *Command & Conquer* may well see a follow up, but at the time of going to print Virgin was remaining tight lipped about its future releases.



ACCLAIM

DESPITE financial difficulties Acclaim will hopefully be bouncing back in 1997 with its most impressive batch of titles yet. Top of the heap is *Space Jam*, a game based on the cartoon/live action film starring Bugs Bunny and basketball player Michael Jordan. *Enemy Zero* is the sequel to *D* and will be out in March. *Battle Sport* is a 3D0 conversion and at the time was billed as featuring the most polygons every used on the doomed console. Will the PSX version be any better?

Rattlesnake Red is a 3-D adventure/platform game in the style of *Pandemonium* and it's a US import developed by Sculptured Software. Cat Bucannon mentioned *Red* in her column in October '96 and it has certainly come on well since then and should be out in April/May. *Batman & Robin* is of course an action game based on the fourth Batman film (expect to see this at the end of the year), and round about the same time you've got *Iron & Blood 2*, *Fantastic 4*, *NBA 5 on 5* and finally *3-D WWF* – what a treat.

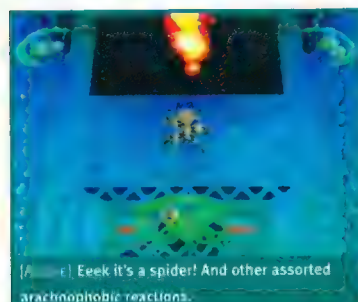


ACTIVISION

THE THREE BIGGIES from Activision are *Mechwarrior 2* which is now looking far more complete, and closely mirrors the PC version for speed and smoothness. *Hyperblade* is a futuristic *Rollerball*-type game, with huge polygon players skating about the place. Finally, *3-D Pitfall* is exactly what it sounds.

BMG

AFTER A SHAKY start in 1996, BMG is at last going to come to prominence on the PlayStation with a wide list of varied titles, many of which PLAY has already covered.



Blood Omen is a lush graphical adventure where you play a vampire, and apart from looking stunning, it has been raved about in its native America. We'll have a full review next issue. *Spider* is the Bossgame Studios arachnid platformer, a decent enough game, but 1997 will finally see the review we've all been waiting for. *Mass Destruction* is a tank game in the mould of *Return Fire*, and whilst the Saturn version will be out first, it should at least offer some stonking two player action.

And don't forget wiley late-comer, *Exhumed*, the 3-D first person explorer game, and *Grand Theft Auto* which is being developed by DMA in Scotland and is all about nicking cars. BMG desperately needed a big hit over Christmas, and *Pandemonium* certainly did the business. More on the way?



BULLFROG

YOU HAVE TO ADMIT Bullfrog wrote the book on hype. Since *Magic Carpet*, the PlayStation has seen very little from this highly quality developer, with only a PC conversion of *Hi-Octane* springing to mind. 1997 will be far more prolific, with the incredible *Syndicate Wars* now set for 29 March. PLAY issue 14 featured a massive look at this game and we believe it to be a landmark PlayStation game, especially with the potential for four and even eight player link-up.

Bullfrog also has *Creation* in the pipeline, which is an undersea God-type game, yet to appear on PC, and still a mystery on PlayStation, and we have definite news that there will be NO *Magic Carpet 2*. You can look forward to *Dungeon Keeper* though (it hasn't really been started on PSX yet, so expect nothing until at least June). And finally *Populous 3* will be the next big PlayStation project for Bullfrog, although that's still quite a way off.



CODEMASTERS

HIDEOUSLY delayed *Micro Machines V3* is set for an early release this year and about bloody time too! Although we've had to stall coverage on the game because, we've done everything except review it, a recent magazine rehash has helped to re-new interest in the 3-D cartoon racing game, and hopefully the tried and tested *MM* gameplay will remain intact. The only other game we know of coming from Codemasters is *Jonah Lomu*, the PlayStation's first rugby game which looks very similar in design to EA Sports' FIFA franchise and played well when we tested it at a winter trade show.



[Above] *Micro Machines V3*, it's still coming out and we'll have a full review soon - fingers crossed!



ELECTRONIC ARTS

EA AS ALWAYS has plenty of games in the pipeline, but so far many of them remain behind closed doors. *FIFA Manager* is believed to be exactly what it sounds. *MotoRacing* is a brand new game from *Fade to Black* coders Delphine and should be worth a look. *Wing Commander IV*, well you can guess what that's all about. *Little Big Adventure 2* is still on the cards apparently, but Adeline must be beaver away on that because we haven't heard from them in months. And then there's the big bucks Fox Interactive gear, most notably *Independence Day* (looks a bit better



now), *Alien4: Ressurrection*, and *Alien Vs Predator*. Humongous news for racing fans is of course *The Need for Speed 2* which is being developed as we speak. Workstation very soon.

EMPIRE

PRO PINBALL was the last game from Finchley-based coders, Empire, and their next game promises to be a pinball game too, *Timeshock Pinball* to be precise, to be released in March.

Also from Empire is *Fighter Attack*, the PlayStation conversion of the WW1 flying game, *Flying Corps* on the PC. *Fighter Attack* will be a far more arcade-style game, and replaces the PC's clinical Super VGA display with some good old fashion texture maps.



You basically play a WW1 pilot at a time when planes were used in combat for the first time, and missions include dog-fighting, surveying, and dropping bombs, by hand, out of the side of the plane. *Fighter Attack* will be out mid-way through the year.

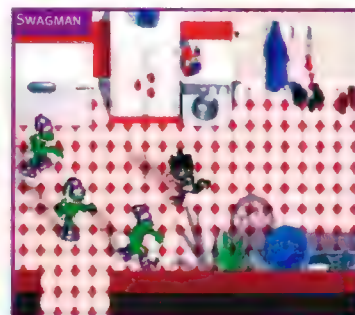
EIDOS INTERACTIVE

BIG NEWS

from Core Design is that this year *Tomb Raider* gets a sequel, with the game arriving in September. We know very little about it apart from the following: it will be set in the outdoors more, and it's not being done by the original team. Given the success of the first, this was inevitable, but welcome all the same.

Core is also currently working on: *Swagman* (an overhead cartoon adventure due out in March), *Ninja* (promising fully 3-D fighting game set for a summer release), and *Judgement Force* (3-D beat-'em-up, very similar to *Streets of Rage* on the Sega Mega Drive due out in the summer).

Meanwhile Eidos themselves has *Incredible Hulk: The Pantheon Saga* (a review next issue must be on the cards) and *Deathtrap Dungeon*, although we've heard nothing on the latter for quite a while.



[Above] *Incredible Hulk* from Eidos - it really does look this good.

GREMLIN

ACTUA SOCCER 2

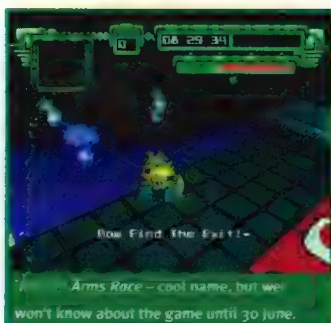
will be Gremlin's biggest 'name' game this year, with it arriving sometime after the *Club Edition* due out on 12 April. Both games will benefit from an improved glitch-free 3-D engine and hopefully include the most up-to-date teams - we're sick of seeing Manchester City in the Premier league - stand up *FIFA '97*! Also from those groovy dudes in Sheffield is *Actua Tennis* and *Arms Race*, which is a tank game set in the future, and it is claimed to be a mixture of strategy and shooting, but it looks like the emphasis is on the shooting. *Arms Race* uses a newer version of the *ReLoaded* game engine, which incidentally also arrives on the shelves this month. We will review it next issue.



Actua Soccer (Club Edition) is coming out on 12 April, *Actua Soccer 2* - later.



Actua Tennis, as reported in news, this is the only screenshot in existence.



Arms Race - cool name, but we won't know about the game until 30 June.

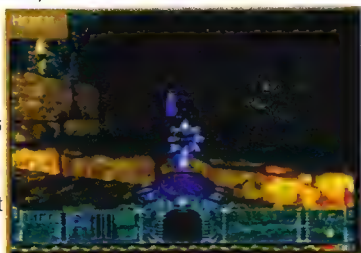


ReLoaded - not reviewed this issue because of some crappy exclusive review.

GT INTERACTIVE

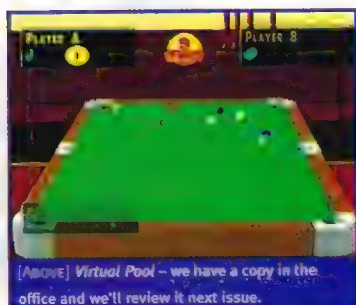
GTI's releases are shrouded in secrecy, but we do know of planned PlayStation conversions of *Quake*, the 3-D shoot-'em-up and spiritual successor to *Doom*, and *Duke Nukem 3D*. The latter was first revealed to *PLAY* by developer 3D Realms in June 1996 and although GT recently confirmed that it is still being worked on, nothing else has emerged as yet. We will be doing a follow-up feature in the next couple of months GTI willing.

Hexen is the magical version of *Doom* and we should have a review next issue, and also on the horizon is shoot-'em-up, *Tiger Shark*, the UFO-tastic *Area 51*, and *Wargods* from Williams. GTI is also handling the Scavenger games, including *Scorcher* and *Into the Shadows*. We will have a full report next issue on these titles.



INTERPLAY

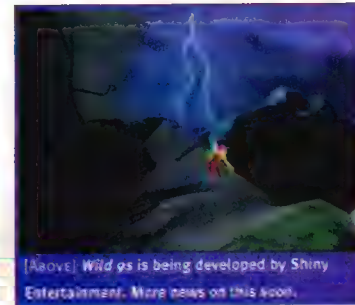
VIRTUAL POOL has at last reared its head this month, and Interplay has also broken cover with *Lost Vikings 2*, a follow-up to the excellent Super NES platform/puzzle game, and don't forget *Rock 'n' Roll Racing 2*, *Wild 95*, VR baseball and *Star Trek* after April.



[Above] *Virtual Pool* - we have a copy in the office and we'll review it next issue.



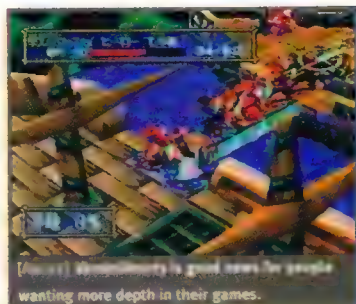
[Above] *Lost Vikings 2* is a comedy platform game which tests the mind more than the reflexes.



[Above] *Wild 95* is being developed by Shiny Entertainment. More news on this soon.

KONAMI

WITH *Contra: Legacy of War* and Japanese RPG, *Suikoden* reviewed this issue, you might be mistaken in thinking you've seen all that Konami has to offer, but you'd be wrong. *VandalHearts* is a turn based strategy/fantasy game (no, don't yawn), which has you commanding a squad of troops and going on missions to defend your empire. Like *Suikoden*, the battles in *VandalHearts* are superbly handled, with complicated moves and a wide variety of characters and enemies to fight. You also have a massive array of spells which create some spectacular on-screen effects. Also from Konami in 1997 will be the Justifier light gun, and *Crypt Killer* for it to work on (undead first person shoot-'em-up). *Road Rage* is previewed this issue and is a *Wipeout*-style racing game based on Konami's own coin-op. Also expect *Castlevania*, a venerable conversion of the classic NES and Super NES games. *Broken Helix* is a smooth 3-D adventure featuring you as a bomb disposal expert in a claustrophobic base. We predict it will



[Above] *VandalHearts* is good news for people wanting more depth in their games.

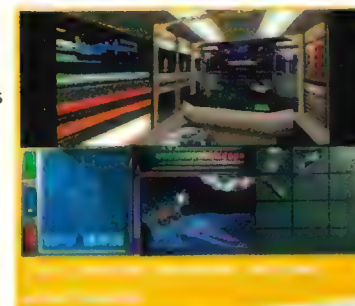


[Above] *Broken Helix* is a fantastic looking adventure game and we like it a lot.

be pretty damned special. And finally, Konami has *Lethal Enforcers* and we might even see a PAL conversion of *Policenauts* and *Midnight Run*.

MICROPROSE

TRANSPORT TYCOON should be out in February according to MicroProse, and if you liked *Sim City 2000* then you'll love it. The idea is to build up effective transport solutions for various locations, and the game features missions where you must attain a target using set funds and only a limited time. One for the thinkers this, so moving quickly onto... *Star Trek: Generations*. How long have we been waiting for this one, eh? Basically this game is a point 'n' click adventure using the Next Generation Universe, and you command the Starship Enterprise 2000E Ghia on a quest to stop the scientist, Soran, from reaching the Nexus. Basically it's just like the film, although whether Kirk will show up wearing a corset has not yet been disclosed. It is thought that *Star Trek: Generations* will not appear for at least four months, which means major slippage and tons of let-down fans.



NAMCO

RELIABLE as always, Namco has a release schedule to die for, including some of the sure-fire hits of the year.

First up is of course *Rage Racer*. Reviewed this issue on page 34, this racing game is so much more than just *Ridge Racer 3*, it features much enhanced and detailed graphics, more varied tracks, realistic looking cars instead of the usual polygon blocks on wheels, and a host of brand new features guaranteed to have racing fans hooked. For a start you can paint the cars any colour you wish, add your own team name to the top of the windscreen, and even design your own logo with the supplied paint program, or choose from one of the presets.

Then you can tune up your standard cars; adding spoilers, wider wheels and even nitro injectors for the engines. *Rage Racer* also adds prize money for

the top three placings in a race, so instead of just competing for the best laps times, as in *Ridge Racer* and *Revolution*, you've actually got something to work for, and you can spend the proceeds on building the coolest motor. *Rage Racer* will be out in March officially and we urge everyone to buy it – even if you've already got a *Ridge Racer* game. *Rage Racer* is the tops!

Time Crisis is Namco's famous light gun coin-op, which not only features excellent polygon 3-D characters to shoot a la Sega's *Virtua Cop*, but you also get a 'crouch' function, which allows you to use the scenery as cover to avoid enemy bullets. This system is also employed in LucasArts' *Rebel Assault II*. *Time Crisis* will be packaged with Namco's own light gun, the GunCom, which is a bit of a shame for all those people who have



(Above) *Rage Racer* – the best racing game on the PlayStation. No contest!



already bought guns for *Die Hard Trilogy*. Still, how about some *Reservoir Dogs*-style two handed shooting?

Soul Blade is the UK version of *Soul Edge*, the most incredible looking beat-'em-up since *Tekken 2* and it adds weapon-based combat to the already flawless game engine. *Soul Edge* is out now in Japan and the UK game should be coming out within the next two months.

And finally, well who could forget *Tekken 3*, a game that will be so mind-numbingly fantastic that many PlayStation owners will faint at the mere mention of its name. Expect a Christmas or possibly early Jan '98 release.



MINDSCAPE

NIGHTMARE *Creatures* is without a doubt Mindscape's biggest release of the year, with only the Warhammer licence offering any competition. NC was scooped by PLAY in issue 13 and is being developed by Mindscape Bordeaux who are in the process of buying themselves out to become a publisher in their own right. The game is set in Victorian London, and as you can see from the screenshots it is a cross between *Resident Evil* and *Tekken 2* – a mouth-watering prospect. Expect a release in the middle of the year. We will have a more in-depth preview of the game,

including new shots of the most impressive levels in issue seventeen.

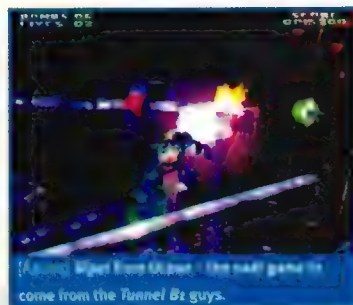


OCEAN

DID'S TFX is apparently being converted to the Playstation, although that is from an unconfirmed source. *Worms 2* might still be a possibility according to Ocean, and of course we are still waiting for Neon's *Viper*, their second game after *Tunnel B1*. *Dreadnaught* is a bizarre adventure game due later in the year and set on Mars in an alternate universe. *Guts 'n' Garters* is a flip screen adventure, although that really should have hit the streets by now. And finally from Team 17 is *Ballistic Pinball* and a game called *Sheep*, which is a top secret project and sounds silly, so we like it.



here's the proof.



[Above] Wipeout from Ocean - the next game to come from the Tunnel B1 guys.

PHILLIPS

PLAYSTATION newcomer, Phillips New Media will finally release something this year. First off the blocks is *QAD*, a shoot and collect-'em-up from the fiendish mind of veteran Spectrum programmer Jon Ritman. *QAD* uses an entirely new 3-D engine based on fractals to give unparalleled detail when you get up close to objects. No-one has seen the PSX version as yet, but the PC games does look pretty good. Don't expect to see it for at least three months though. Also from Phillips in the middle of the year is *UEFA Champions League Soccer*, but again, there has been no PlayStation code to check.



QAD - features a new 3-D engine which promises to give amazing levels of detail.



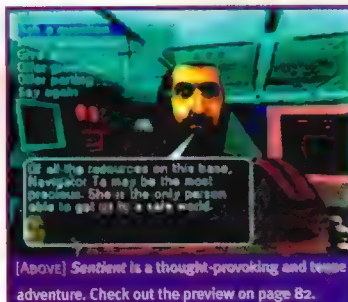
jogs onto the pitch.

PSYGNOSIS

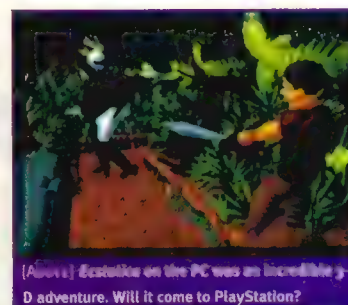
PSYGNOSIS has had a good year. *Formula 1* is one of the console's best selling games - ever. *Wipeout 2097* sold like hot cakes, and so will *Destruction Derby 2* when it arrives this month. Even *Broken Sword*, an untested formula on the PlayStation seems to be doing well, and amidst all that Sony has decided not to sell the Liverpool based company and give them even more freedom.

1997 is going to be a good year for Psygnosis then, not least because the eagerly awaited 3-D shoot-'em-up, *Tenka* will be arriving in very soon. *Tenka* boasts better graphics and a more flexible engine than *Doom*, and early screenshots, together with a first look at the E3 in Los Angeles in 1996 proved it is a heavyweight contender.

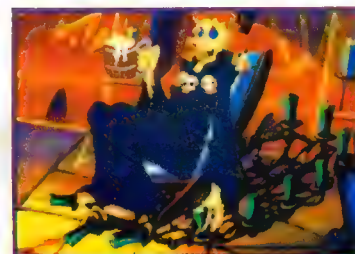
A Workstation in *PLAY* is imminent. Psygnosis also has *Discworld 2*, the sequel to the Terry Pratchett-inspired point 'n' click adventure which has so far not been shown to the press yet, despite a release date in January. *Sentient* is previewed this issue and after a long delay in development it is shaping up to be an intriguing adventure set on a doomed space station plunging into the sun. It should be out in February. *Riot* is a futuristic violent sports game, very much like *Speedball 2* on the Amiga and it should be on the shelves in the first quarter of 1997 - preview soon. Finally, although not confirmed, Psygnosis is looking into the possibility of doing the PC game, *Ecstatica* on the PlayStation. Hmm.



[Above] *Sentient* is a thought-provoking and tense adventure. Check out the preview on page B2.



[Above] *Ecstatica* on the PC was an incredible 3-D adventure. Will it come to PlayStation?



[Above] *Discworld 2* - above is it [above] *Riot* is a violent sports game and looks cool.



[Above] *Tenka* - easily the most impressive of all current 3-D shoot-'em-ups in development.



SONY

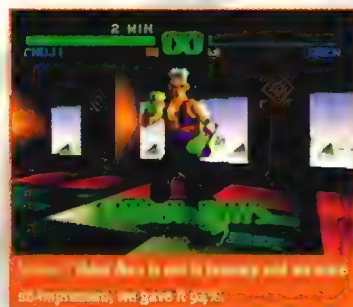
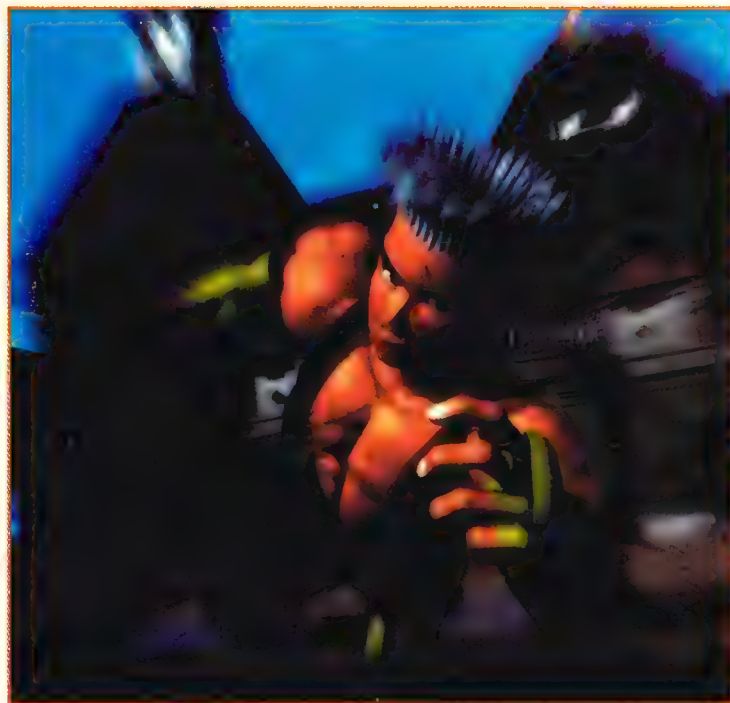


SONY'S RELEASE

schedule is certainly hotting up after Christmas, with *Soul Blade* (*Soul Edge* in Japan and America) arriving early on, and the excellent *Tobal No. 1* set for a January/ early February release. *Tobal No. 1* is Squaresoft's first beat-'em-up and we were so impressed with the intuitive controls, high resolution graphics, and the inclusion of a quest mode to prolong the challenge, we gave it 94% and the cover of issue 12. Suffice to say, the official game is still top notch, and features only tiny boarders and no slow-down. Worth checking out.

Twisted Metal 2 is reviewed this issue and we think it's absolutely ace. Like the original, the aim is to kill an opponent or a series of enemies all driving over-the-top cars, but developers Single Trac has included a

radar, teleporters, a choice of split screen modes and a rear view mirror. This all goes to make it far more playable and a serious contender for one of the most addictive two player games since *Bust-A-Move 2*! And of course let's not forget PAL versions of *CoolBoarders*, *Carnage Heart*, *Smash Court Tennis*, and the forthcoming super game, *Porsche Challenge* (see feature on page 30), *Total NBA '97* and *Rapid Racer*, from SCEE. We will also see a UK version of *Rally Cross* from Sony of America, and also official releases of Square's products with the exception of *Final Fantasy VII*. Sony will also have *Air Combat 2* and a bizarre fire-fighting game, about which you'll find out more next issue.

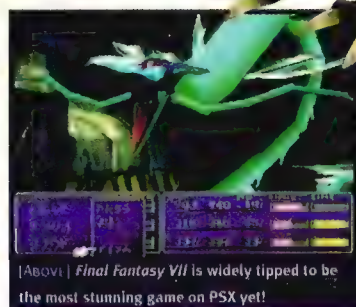


SQUARESOFT

YOU CAN'T DENY

Square's influence on the PlayStation market, with Sony keen to secure them as sole PlayStation developers; thus nabbing them from the jaws of Nintendo. Square's big game is of course *Final Fantasy VII*, an epic RPG which puts all others to shame and shows just what you can do with the hardware. Loading times for example,

are a thing of the past at SquareSoft. This plucky Japanese developers also has the stunning sword-fighting game, *Bushido Blade*, plus *Zauver*, *Sa-Ga Frontier* and *Final Fantasy Tactics*. Also expect some sports titles at Christmas.



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PORSCHE

RAGE RACER MIGHT BE HERE ALREADY ON IMPORT, BUT SONY'S GOING TO HAVE A CONFLICT OF INTEREST COME MARCH WHEN PORSCHE CHALLENGE RIPS UP THE TARMAC!

Porsche. What

does that name mean to you? Speed almost certainly. Few can ignore the wide-wheeled rubber-spoiled fury that was a Yuppie laden 911 in the Eighties. Reliability. When did you last see a porker laid up at the side of the motorway? Quality. You betcha, and who else can create a 160mph supercar you can drive as easily as a Nissan Micra?

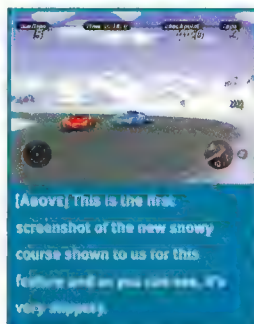
To the motoring press assembled to see Porsche's latest two seater sports car, the Boxster, the words "gorgeous" and "bloody" also quickly came to mind, although not necessarily in that order. Looking at the Boxster it's not hard to see why. But Porsche's mini-marvel is unusual for more than just its handsome frame, because before anyone outside of Stuttgart even knew of the Boxster's existence, Porsche had struck a deal with Sony Computer Entertainment Europe (SCEE) to produce a PlayStation game based on the new car. And luckily for us PlayStation owners, the same team who produced *Total NBA '96* got the gig. And *PLAY* is the first magazine to take it for a proper test drive. Buckle up...

PORKER

Porsche Challenge from SCEE was first revealed in September just in time for the annual ECTS trade show. At the time it was nothing more than a shell, a fact reflected by magazines carrying nothing more than a few rough screenshots. Now it has been in development for just over a year, with full production starting in January 1996.

Blueprint

Publisher: Sony
Developer: SCEE
% Complete: 80%
Expected Release Date: March '97
Origin: UK
No of Players: 1-2



[Above] This is the first screenshot of the new snowy course shown to us for this feature and as you can see, it's very slippery.



[Above] The Porsche Boxster is a thing of beauty, but any driver who's driven it at the bottom left is a genuine nutter which tells you when other cars are trying to overtake you.



"We gave him the red car because he drives like a monkey..."
Pascal Jarry, SCEE



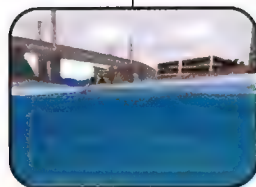
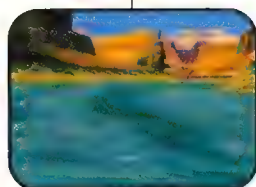
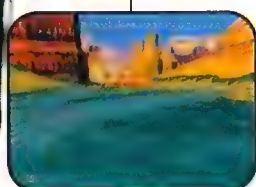
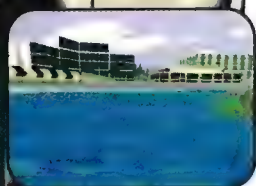
[Above] It's the wind in your hair, second hand. Porsche Challenge was a very special occasion to drive the car and it gives the game an incredibly realistic feel.



[Above] Now look at this and tell me you don't agree. Racer's best. Peak lights. Notice the way the car does the same to the road cones. This must be better than those old road cones on the road ahead - knock them over for fun!

CHALLENGE

Boxster



The game is a straight speed-fest in the *Ridge Racer* vein, but aside from the arcade mode, which offers tyre-squealing aplenty, you've also got an interactive mode containing secret routes, and a long interactive mode, which stretches the tracks even further and is used for endurance races.

As the Boxster is not a racing car in the Silverstone/Le Mans sense, there is no pits or tyre changes to worry about, even on the famous Stuttgart circuit where the real cars were rigorously tested. As we sit down to see the game for the first time with a programmer putting the computer car through its paces, we spoke to project leader Pascal Jarry. All subsequent quotes are from him.

ROAD RAGE

An initial disappointment for those seeking a *Need for Speed* fix is that there is no in-car view, and no dials or steering wheel to give that realistic edge. Instead you've got one chase car view which enables you to see far ahead and also into the cockpit of the car itself. At least the control system is spot on, with options for joypad, NeGcon, PSX steering wheel and even Sony's brand new double analogue pad released this month. Influences are obvious – *Ridge Racer*, *Sega Rally* and *Touring Car*.

Each of the seven different coloured cars initially available (there is a hidden test driver

and a completely new secret car in there somewhere) is driven by a motion captured character and apart from being slung around as you corner hard, you can see them turn the wheel, shake their fists when they lose, and gesture at you as you rocket past. The only thing they don't do is fly out – *OutRun*-style – when you crash. Who needs airbags?

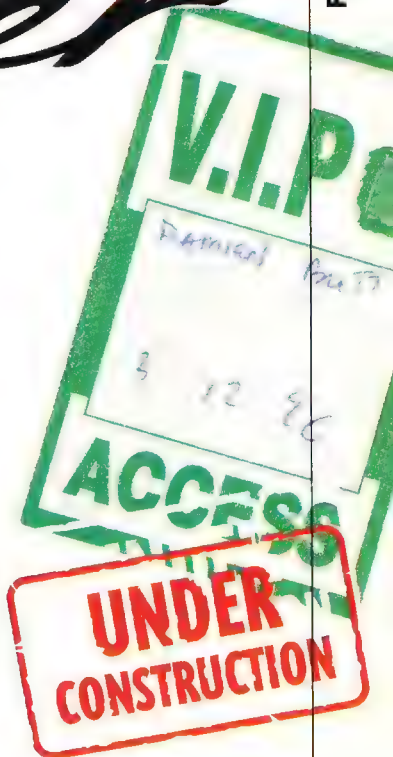
The drivers also have their own personalities and this directly affects the way the cars handle, accelerate, and also how the other drivers treat you. Jarry elaborates.

"There are only Porsche Boxsters in this game, no other types of Porsche, and this is why we have different characters. When you choose a character you also choose a certain style of driving. If you are the young lady for example, everyone else will be quite kind with you because they fancy you.

See the guy in the red car? We gave him the red car because he drives like a monkey, he swerves all over the road if you try to pass him."

Apart from the standard courses, the game also features Porsche's very own test track recreated in every detail, and the car model is remarkably similar to the real thing. Not surprising really as SCEE had unparalleled access to Porsche's deepest secrets.

"They were very helpful. Porsche wanted to have a game and it could have easily been a marketing tool, but we said,



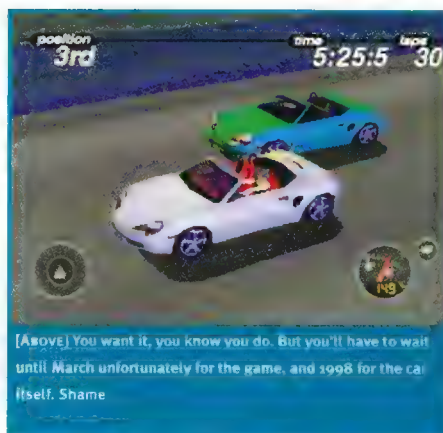
RIDING THE RAPIDS

SCEE'S OTHER BIG GAME TO ARRIVE IN 1997 APART FROM THE SEQUEL TO *TOTAL NBA '96* IS *RAPID RACER*, A SPEEDBOAT RACING GAME SET ON THE TURBULENT WATERS OF VARIOUS DIFFERENT RIVER LEVELS. FROM WHAT WE'VE SEEN, THE WATER EFFECT IS QUITE SMART AND IT IS EXTREMELY FAST (QUICKER THAN *PORSCHE* CERTAINLY), BUT THE GAME IS STILL IN ITS EARLY STAGES BECAUSE *PORSCHE* IS USING ALL THE DEVELOPMENT RESOURCES. EXPECT TO SEE *RAPID RACER* IN THE SUMMER, OR MORE LIKELY SEPTEMBER 1997. A SLEEPER HIT POSSIBLY.

PORSCHE

Challenge





if you want a promotional tool – no way, but if you want a game then we will do it.

We used all the secret data from Porsche to get it just right. In fact, the demo of the game which runs when you leave the controls on the title screen is exactly the same as a promotional film that Porsche first showed us when we visited them at the start of the year. Of course there was a lot of security here because we had all the sketches and plans way before the motoring press, and also the complete CAD model – every piece of the game. It was scary having such secure information –

Whoah Ice! We are suddenly interrupted. The car on-screen dramatically enters a four wheel slide and the boot tries to overtake the driver. For a split second the development guy demo'ing the game looks to have made an arse of himself, but suddenly his countless hours of bug-testing the game pay off and the skid is brought under control. With a 'chirp' of the tyres and a slight wiggle, the Boxster powers on up the curve.

We applaud.

STUTTGART

"Here there is a short cut, you see that the door is closed. But when you change to the interactive mode which has lots of things to discover, this



snow course becomes much more interesting. At one point the road is blocked by cones, but if you hit them, a truck comes out and clears a hidden road for you which cuts off one of the big corners and saves time." Jerry points out the cones as we pass them – sideways!

Porsche actually approached Sony to produce the game, a move unheard of for the automotive giant who are usually defensive and guarded to outsiders.

"When Porsche came to us they said they wanted a game for Christmas. I said, if you want graphics like *Ridge Racer Revolution*, then you can have it. But if you want something looking like a Porsche then you are going to have to wait a bit. They agreed. For me, Porsche means quality first. The cars are built without compromise so that must be true of the game also."

But there was the odd sacrifice, and when PLAY first heard about the game, we guessed correctly what the main one would be.

"Yes, the only restriction is not to damage the cars, but when the Boxster looks this good, why would you want to ruin it?"

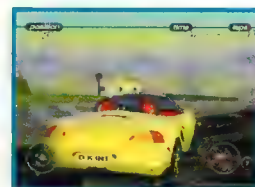
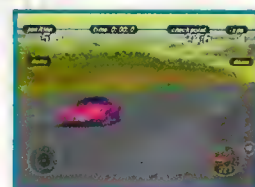
A fair point. However once you've admired the meticulous shape of the car, made up from over 400 polygons, complete with alloy wheels which spin in the opposite direction when you go at certain speeds, you're going to want to wrap it round the nearest lamppost for a laugh aren't you? Where's the thrill of almost trashing your brand new 30 grand car when all it does is bound off walls?

Still, the good news is that it handles incredibly well, the power is mind-blowing, and it all cracks along at 30 frames per second, which if you're a regular punter means about as quick as the human eye can handle. The good news is that *Porsche Challenge* also comes with a two player split screen mode. Slow-down does not exist in this mode and I know, because I've played it. But why no link-up mode?

"Our focus groups said that it was not necessary and it would have been a lot of hassle to implement. Because you have freedom to move and go around the track, it's not just a loop and so there would be a lot of information to get down the link. It would slow it down. We were not scared of the work but it had to be efficient."

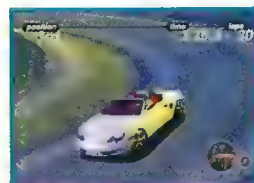
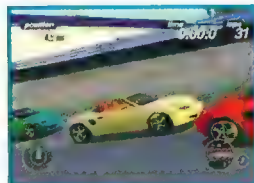
TIPTRONIC

At this point our own test driver spins the car



"The only restriction is not to damage the cars, but when the Boxster looks this good, why would you want to ruin it?"
Pascal Jerry, SCEE



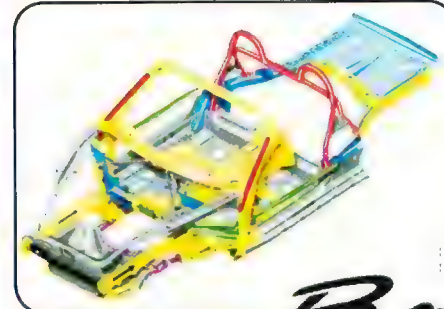


through 360° using the handbrake button and then slams through a fence and into a storm drain like the ones in LA frequented by the teenage jocks in *Grease* and of course Arnie in *T2: Judgement Day*. The car clings to the steeply angled walls and then splashes through the foot or so of water in the middle and back up the other side, the slick wheels scabbling for traction. Down a gear, the revs soar and we're back out onto the road, considerably further down the track. That must be one of the short cuts then.

Porsche Challenge, as you can no doubt tell from the many screenshots, is a lot more pleasing to the eye than the garish primary colours of *Ridge Racer*. Backgrounds are in subtle shades, and the whole game looks a cut above the rest. In the finished version you will be able to race using manual or tiptronic gears, the latter being the same system found in *Formula 1* racing cars, where the gearstick is replaced by two paddles on the steering wheel.

The engine note in the game is something that's still being worked on, as is the sound of the real car, which has a rather muted flat tone at the moment. Hopes are high for something a bit more raspy, and the car's horn may also change for the final version.

"The triangle button is the horn, and if you use it too much, the other drivers get annoyed," says Jarry. "There is also a section on the American track, where two earth-moving trucks are doing three point turns in the road ahead, and if you



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Boxster

beep your horn at the right time, they will stop and you can get past. If you don't - wham! You crash right into them!"

So, to the big question. Who were the lucky buggers sent to drive the cars in Germany in the name of research and how many were there?

"Not a lot. Jason, Richard and I went and it was amazing to go out with the test drivers. Imagine you are doing 180kph, it's raining and you're heading for a 90° corner. You think "did he see the corner? DID HE SEE THE CORNER?!" He pushes on the brake and you go into a slide, and just when think you are going to crash, he fiddles with the hi-fi and you realise he was only kidding. Those drivers are the best."

With the obvious PR success for Porsche, surely SCEE has set a precedent for other supercar manufacturers to do the same? Any offers then lads?

"We've already been approached by some already, dangling their brochures, but we are not that interested because if SCEE is to do another racing game it must be something completely different and exciting. We are not here to make promotional products for car companies."

Finally, has working on the game made Pascal consider buying a Porsche Boxster himself?

"Well Porsche offered me a discount, but all I can afford is the discount so I guess not."

Porsche Challenge will be released in March to worldwide acclaim no doubt.



SOFTOGRAPHY

TOTAL NBA '96
RAMP RACER (IN PRODUCTION)
TOTAL NBA '97 (IN PRODUCTION)

RAGE



IT'S HERE AT LAST – THE FIRST IMPORT REVIEW OF *RIDGE RACER 3*. BUT WITH *PORSCHE CHALLENGE* SNAPPING AT THEIR HEELS, HAS NAMCO GOT WHAT IT TAKES TO STAY AHEAD ON THE TRACK?

“Something is

wrong,” thought the PLAY editor. There were never usually this many people in the office at 9.00am. Then it hit him, and frantically ripping through the many jiffy bags he at last found the one he and everyone else in the greater Bournemouth area had been waiting for – the first import copy of *Rage Racer* to hit the UK. An even larger crowd gathered. Some of them began to chant...

CLARKSON

This is how one of the most anticipated games on the PlayStation found its way into our sweaty mitts, and with a good 20 console-heads watching, we inserted the disk and waited for that seal of quality, the Namco logo, to appear. If the hype was to be believed, this was going to be an epic game, second only in the must-have stakes to *Resident Evil 2*.

But hang on a minute, that FMV is a bit bad quality isn't it? And where's all that *Tekken 2* presentation we've come to expect? All you get is a poorly defined logo, a GP mode, some options and the

now obligatory time trial. Is that it?

Things don't get much better as you select a car. Initially all you have is one medium family saloon which handles like a wayward shopping trolley, possesses about as much raw power as Dale Winton, and makes a noise like a Braun Ladyshave. *Rage Racer* is also not displayed in the vivid high resolution mode that made *Ridge Racer* and *Revolution* so distinctive and jaw-dropping last year, and the frame rate is lethargic and not a patch on *Porsche Challenge* for example. Could it be that Namco has dropped an almighty clanger and made *Rage Racer* worse than the now dated *Ridge Racer Revolution*? The crowd 'tutted', mumbled things about it being "a con" and gradually filtered away. Things looked bleak for our cover game.

NEEDELL

But I'm happy to report that our first impressions were totally wrong. *Rage Racer* is a stunning game but you really have to put some time and effort in to reap early rewards. It is true that the first

and only car that you begin with is rubbish, however, it is not a true reflection of the knicker-elastic-snapping game that is frantically trying to get out.

Win a few races, save some cash, and all of a sudden you can buy your next pocket rocket, a rather unimpressive looking Fiat 500 look-a-like. Fire lurks in the belly of this walnut-whipped shaped beast though as it has a terrific burst of acceleration which instantly doubles the frame rate, keen handling that allows you to tear through the



[Above] As with all Namco racing games, the tracks are surrounded by advertising hoardings and TV displays. They give hints as to where the secrets are.

PLAY INFORMATION

Publisher: Namco
Supplier: Skill Academy (0181) 567 9174
Price: £69.99
Release date: Out now (import)



EL DIABLO

AS IN *RIDGE RACER REVOLUTION*, THERE ARE PUZZLES OF SECRETS WITHIN THE GAME. INCLUDING HIDDEN MODE TRACKS AND AT LEAST FIVE HIDDEN CARS, PLUS A WHOLE SECRET CLASS. THIS ROAD SIGN EMITS SOME INDICATION OF WHAT'S JUST THERE AND IT CONVINCES THAT THE DIABLO CAR IS BACK IN TOWN, PERHAPS EVEN IN A 2CV.



“Fire lurks in the belly of this walnut-whipped shaped beast!”

RACER



[Above] The surface detail on the cars is significantly enhanced over Ridge Racer Revolution, and each one now looks like a real-life model. The coolest thing though is that you can re-paint them.



review rage racer

TACH ON ME

A CLEVER TOUCH IN *RAGE RACER* IS THE WAY EACH CAR HAS ITS OWN REV COUNTER OR TACHOMETER. THIS HELPS TO GIVE EACH CAR ITS OWN IDENTITY AND WE THINK IT'S A DAMNED GOOD IDEA, ESPECIALLY AS THE LATER ONES FEATURE RED LINES AND NITRO GAUGES. HERE'S A COMPLETE LIST OF CARS.

AGE ALOUTTE	AGE ABEILLE	AGE PEGASE	AGE VICTORIA	LIZARD INSTINCT
A CHEEKY LITTLE EDITORIAL, THIS MINI-CAR IS CHEAP TO BUY AND HANDLES WELL. NOBODY'S FOR MORE MID-RANGE POWER!	BASICALLY A REMAKE OF TURBO, IT MAKES A GREAT SOUND AND CORNERS FINE. IT'S ON RAILS.	INCREDIBLE ACCELERATION, TURNS LIKE A WHIRPET - THE BEST CAR FOR ALL BUT THE SIXTH CLASS.	THE BATMOBILE HAS INCREDIBLE ACCELERATION AND TOP SPEED - A REAL FACE MEETER!	CHEAP BUT NOT CHERFUL, THE INSTINCT IS LIKE ALL AMERICAN CARS - TOO BIG AND IT DOESN'T LIKE CORNERS.
				
				
ENGINE: 1500cc WEIGHT: 480kg POWER: 1500bhp COST: 15,000	ENGINE: 1800cc WEIGHT: 820kg POWER: 1700bhp COST: 11,000	ENGINE: 1800cc WEIGHT: 580kg POWER: 1600bhp COST: 20,000	ENGINE: 3500cc WEIGHT: 700kg POWER: 500bhp COST: 4,500,000	ENGINE: 4,200cc WEIGHT: 1,100kg POWER: 285bhp COST: 4,000

SECRET CAR

THE FOURTH EMERGENCY SERVICE

RAGE RACER WAS KINDLY SUPPLIED TO PLAY MAGAZINE BY THOSE IMPORT-TASTIC GUYS AND GIRLS AT THE SKILL ACADEMY. IF, LIKE ME, YOU WANT AN NTSC COPY OF *RAGE RACER* TOUT SUITE THEN GIVE THEM A CALL AND PLACE YOUR ORDER ON (0181) 567 9174. SAY YOU READ ABOUT THEM IN PLAY AND YOU'LL GET THE GAME FOR ONLY £69.99



[ABOVE] It wouldn't be *Ridge Racer* if you didn't have lurid tail slides every time you booted the accelerator on a bend would it? This twisty track is obviously not the forté of the modified Porsche which prefers gentle ovals.



four tracks with verve, and best of all, a cheeky, raspy exhaust note that pauses during gear changes to emulate the sound of the real thing. Within a few hundred yards, *Rage Racer* turns from an unconvincing version of Jaleco's *Tokyo Highway Battle* into a candidate for racing game of the year - and it's only January!

WILLSON

Graphically, *Rage Racer* is an acquired taste. First thoughts were that it looked a drained version of its former self, and that the muted colours didn't make the most of the PlayStation's palette, but you do get used to them, and some of the details, such as the quaint fishing harbour, and the cobbled street effect are excellent. You only get to admire the view on the first two classes though because after that the game slams into top gear and everything apart from the curves of the road ahead becomes a blur. Dump the clutch in some of the suped-up dragsters you can afford at the end of the game and it's like being on the bridge of the *Starship Enterprise*.

Rage Racer is quick in a way you cannot imagine, and it is a tribute to the coding prowess of Namco that so much data can be shifted at such dizzying speeds.

As with the rest of the *Ridge Racer* family, *Rage Racer* contains only one track, but there are four variations, each containing characteristic scenery and different driver thrills. The middle course for example is far more hilly than the rest, which is perfect if you fancy playing Steve McQueen in the film *Bullitt*. Other notable black spots include tight double esses, and a huge sprawling chicane which is taken flat out by only the bravest drivers. Unlike the previous games, *Rage Racer's* tracks are incredibly varied and offer many ways to thrash your car to extinction. The only thing missing is the heavy repair bill at the end.

MASON

One big difference between the two previous games and this heavily modified sequel is the inclusion of prize money which is used to buy new cars and modify the ones you've got. Finish in the top

COURSE YOU CAN

LIKE ITS TWO PREQUELS, *RAGE RACER* HAS ONE BIG TRACK WHICH IS SUB-DIVIDED INTO FOUR DIFFERENT ROUTES. ONE IS A HUGE OVAL WHICH APPEARS FROM NOWHERE. EACH ROUTE OFFERS DIFFERENT SCENIC VIEWS, NEW CHALLENGES, AND SOME HEAT NEW TWISTS LIKE INCREDIBLY STEEP HILLS THAT WERE NOT IN THE ORIGINALS. IF YOU COMPLETE THEM ALL IN ONE CLASS, YOU PROGRESS TO THE NEXT AND WIN A TROPHY FOR YOUR CABINET.



LIZARD BAYONET INITIALLY JUST LIKE THE INSTINCT ONLY FASTER, YOU CAN TUNE IT UP TO INCLUDE A SHARK FIN SPOILER AND NITRO ENGINE!   ENGINE: 4,000cc WEIGHT: 1,210kg POWER: 310bhp COST: 15,000g	LIZARD HIJACK THIS IS A SUPED-UP FLATBED VAN WITH TERRIFIC TORQUE BUT WOOLLY HANDLING. MODIFIED YOU GET AN ENGINE STICKING OUT THE BACK.   ENGINE: 5,000cc WEIGHT: 1,260kg POWER: 340bhp COST: 19,000g	LIZARD TEMPEST "BABY GOES CRAZY FOR A SHARP DRESSED MAN." PHENOMINAL STRAIGHT LINE SPEED BUT NOT MUCH ELSE. SECRET CAR   ENGINE: 9,000cc WEIGHT: 1,100kg POWER: 750bhp COST: 1,800,000g	GNADE ESPERANZA GET RID OF THIS AS SOON AS POSSIBLE. NO SPEED, BAD HANDLING AND THE ENGINE NOISE IS HORRIFYING.   ENGINE: 1,007cc WEIGHT: 1,020kg POWER: 240bhp COST: 155g	ASSOLUTO FATALITA A RACING PORSCHE CONVERTED FOR ROAD USE, THIS GREAT SOUNDING, HIGH REVVING MONSTER IS GOOD FOR 250KPH!   ENGINE: 2 x 650cc WEIGHT: 1,130kg POWER: 325bhp COST: 25,000g	ASSOLUTO INSTANTE MOST PEOPLE THINK THIS IS A LAMBORGHINI DIABLO, BUT WE BECKON IT'S BASED ON A VENTURI. EITHER WAY IT'S TOO FAST FOR ITS OWN GOOD.   ENGINE: 3,500cc WEIGHT: 1,430kg POWER: 380bhp COST: 115,000g
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three on any track and you get a staggered prize fund which increases dramatically when you reach the next class having finished all the tracks. For a first place on class one, you're looking at a not-to-be-sniffed-at \$400, but by class five this has mushroomed to \$400,000 – enough to buy some seriously automotive muscle. You also get new cars as you progress through the classes, each faster than the one before. This is a good feature because there is always something new to strive for and like *Tekken 2*, *Rage Racer* is full of surprises and secrets.

Without a doubt though, this game's most impressive feature is its versatility. With *Ridge Racer Revolution* you got a few tracks and some drab looking cars, all of which looked like nothing Athena would drape a bikini-clad model over. *Rage Racer* has the bloomin' lot, and it provides a level of challenge and enjoyment far above anything else on the PlayStation. Let's get down to cases shall we?

For a start, you've got the cars themselves. They look and sound just like the real thing, and even though they are

never referred to as such, you can drive a Porsche, Pontiac, Fiat, Renault 5 Turbo and a Venturi to name but a few. They are also more finely detailed than anything we have seen before (except perhaps *Porsche Challenge*), and although the chase car view is almost unplayable, the in-car option gives you different rev counters for each model, making it more satisfying to buy them and see what's different. It goes without saying that they also handle and sound authentically, especially when you start to tinker about. Which leads me to...

Customisation. Never before has there been a racing game where you can have so much fun with the cars without even starting them up. *Rage Racer* contains a paint program to allow you to daub the cars in any shade you wish, plus there are some set logos (such as a skull, bulldog, and Namco emblem) which go on the bonnet. You can even type in your own team name which is then emblazoned across the top of the windscreen. Or if you're childish like the PLAY team, great fun can be had writing swear words on your car and then



"Dump the clutch in some of the suped-up dragsters and it's like being on the bridge of the Starship Enterprise!"

ASSOLUTO GHEPARDO ALSO KNOWN AS THE BEAST, THE GHEPARDO IS A LE MAN'S RACER THROUGH AND THROUGH AND CAN TOP 380KPH ON THE OVAL.   ENGINE: 5,000cc WEIGHT: 2,300kg POWER: 600bhp COST: 65,000g
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ASSOLUTO DRAGONE THE DEVIL'S CAR IS THE MEANEST, FASTEST, MOST EVIL CAR ON THE TRACK. SECRET CAR   ENGINE: Unknown WEIGHT: Unknown POWER: Unknown COST: 6,666,666g
--



[ABOVE] Turn meek and mild supermarket shopping cars into fire-belching behemoths with a visit to the tuning shop. The engine's so big on this one, they had to open up the back to fit it in!



YOU CAN'T GET QUICKER...

THE CARS IN *RAGE RACER* ARE NOT JUST THE USUAL SUSPECTS FOR REREAL PHOTO JOBS WITH IMPOSSIBLE STICKERS AND SOFTWARE HOUSE PROMOTION, YOU CAN COMPLETELY CUSTOMISE THEM USING THE BUDGET PAINT PROGRAM. THERE'S A WHOLE TON DOWN OF HOW TO TURN A BANGKID INTO A WORK OF ART.

LOGOS

THE SMOKE ON THE HORNET OF YOUR CAR SAYS MORE ABOUT YOUR PERSONALITY AND DRIVING STYLE THAN ANYTHING ELSE. CHOOSE FROM A LIBRARY OF NAMCO'S OWN OFFICIAL LOGOS, AND YOU CAN EVEN RACE THEM (WITH LOGO YOUR OWN USING THE LIMITED COLOUR PRINTER AND DRAWING TOOLS). YOUR LOGO IS ALSO DISPLAYED ON SCREENS AT THE SIDE OF THE ROAD.

COLOUR

WHO WANTS YOUR NEW RACER MACHINE TO BE IN BUDGING CHOICES ORANGE OR HYPERBOLIC BLUE WHEN YOU CAN DECIDE ON YOUR OWN ROSE YOURSELF. MAKE UP GREAT COMBINATIONS IN CAR PAINT AND BOLD STICKERS AND TRAILER THEM TO THE MEMORY CARD. IT MAKES YOUR CAR THE TINIEST AS COOL AND WHO WANTS TO DRIVE A PORSCHE PAINTER IN HEERING AND BEGGAR NIGHTS?

STICKERS

THE STICKERS, WHAT ARE THE STICKERS FOR? TO ADD THAT FINAL PERSONAL TOUCH, WHY NOT PUT IN THE SIX LETTER WORD OF YOUR CHOICE AND HAVE IT PLACED ABOVE THE WINDSCREEN OF YOUR VEHICLE. OR BETTER STILL, WHY NOT MAKE IT A RICH WORD AND LAUGH UNTIL YOUR HEAD FALLS OFF? (POURED BY HIM FOR ALL THE FAMILY).



collapsing with mirth during the action replays as the word "bollox" is paraded for all to see.

REVS

But the best I've left to last, because apart from personalising your car you can also enter the option called "Engine shop" and provided you have a big stack of wonga, your car can be tweaked and tuned to the limits of insanity. Imagine that cute little Fiat 500 with a flippin' great spoiler on the back? Or a front air dam big enough to scoop up stray blue whales? Perhaps that engine isn't big enough, so why not shoe-horn one from a Boeing 747?

Every car, with the exception of the ones that are already one step down from the Batmobile, can be tuned up to the maximum grade of five. The Renault 5 for example is a grade three car, so it can be modified twice, giving it wider wheels, more exhaust pipes, and large bumpers. This does of course also increase the acceleration, top speed and handling of each car as well as giving orgasms to the kind of people who read *Max Power* and *Revs* magazine. Either way it's a great

laugh and adds to the longevity and enjoyment of the game. You will look at the sad specimens in *RRR* with nothing but disdain from now on.

Rage Racer then is a monster of a game and the fastest thing to hit the Playstation since the Spice Girls. The screenshots in this review simply do not do the game justice, and if we could cover-mount a video showing you exactly how blisteringly quick it is, then we would. Actually that's an idea...

MAX POWER

The graphics may look a little faded given the brightness of *RRR*, but that matters not one jot, because they are shifted at ten to the dozen and there is no, I repeat, no slowdown, jerkiness, distortion or even background pop-up to be seen. You can also play with a NeGon and steering wheel as well as the standard pad. Given the fact that you've got five secrets cars to find, all the tracks in mirror mode, tuning for all the existing cars, and a completely secret and out of this world sixth class, *Rage Racer* offers unparalleled value for money (even at this import price), and endless fun for anyone with a pulse. The only

reason *Rage Racer* hasn't scored 100% is because the silly programming plonkers have left out the two player link-up mode which would have made it the perfect game. As it is, *Rage Racer* is only nearly perfect.

Sony will be releasing *Rage Racer* in March and we will give you a full report on how well the PAL conversion shapes up in a couple of months.



"The only reason *Rage Racer* hasn't scored 100% is because they've left out the two player link-up mode..."

GREASED LIGHTNING

WANT A CAR THAT REALLY ROCKS? SOMETHING GUARANTEED TO PULL THE BIRDS, BURN OFF SADDOS IN TIRED OLD XR3s, AND REARRANGE YOUR INTERNAL ORGANS WITH ITS EXTREME THRUST? WELL YOU BETTER GET INTO THE ENGINEER SHOP AND GET A TUNE UP. ALL THE CARS IN *RAGE RACER* (WITH THE EXCEPTION OF THE TOP LE MANS RACER) CAN BE TUNED, IN SOME CASES TWO OR THREE TIMES. THE PRICE GOES UP AFTER EACH SERVICE. HERE WE SEE SOME

TYPICAL TUNE-UP JOBS ON THE SMALL FIAT LOOK-ALIKE, AN CATERHAM, AND FINALLY A SUPERTRUCK. TYPICAL WORK INCLUDES FITTING SPOILERS, EXTRA SKIRTING, WIDENING THE WHEELS AND OF COURSE BEEFING UP THE ENGINE. THIS IS ONE OF THE BEST ASPECTS OF THE GAME AND IT REALLY SHOWS WHAT YOU CAN DO IF YOU'RE DETERMINED TO CRAM EVERYTHING INTO THE ULTIMATE VERSION OF *RIDGE RACER*. WELL DONE NAMCO CHAPS!



THIS IS THE STANDARD MODEL AND PRETTY GOOD IT IS TOO, FOR ITS SIZE. IT HANDLES INCREDIBLY WELL, HAS A DECENT TURN OF SPEED COMPARED TO THE FIRST CAR. THIS CAR ALSO LOOKS LIKE SOMETHING OUT OF THE ITALIAN JOB. BUT Y'KNOW, IT NEEDS SOME 'DOOMF' TO COMPETE IN THE BIG LEAGUES.



AFTER SOME TWEAKING THE FRONT BUMPER AREA IS NOW WIDENED, A SPOILER HAS BEEN ADDED TO KEEP THE BACK END DOWN AT HIGH SPEED, AND THE ENGINE COMPARTMENT HAS BEEN LIFTED TO ALLOW COOLING AND EXTRA VALVES. THIS IMPROVES THE TOP SPEED AND THROUGH-THE-GEARS ACCELERATION.



NOW THE ENGINE HAS EXPANDED SO MUCH, THE BOOT HAS BEEN PROPPED UP, PLUS MORE WIDENING HAS TAKEN PLACE AROUND THE WHEELS AND RIMS. AIR CAN NOW GET TO THE ENGINE FAR MORE EASILY AND THE TUNERS HAVE ALSO ADDED A WHOPPING GREAT EXHAUST SYSTEM.



FINALLY, THE ENTIRE REAR OF THE CAR HAS BEEN RE-MODELLED TO INCORPORATE A MUCH BIGGER ENGINE AND MORE AERODYNAMIC GUBBINS. THE SUSPENSION IS LOWERED AND THE FRONT HAS AN EVEN MORE AGGRESSIVE LOOK TO IT. YOUR ITALIAN JOB BUGGY IS NOW READY FOR THE TRACK.



THE ORDINARY CATERHAM LOOK-ALIKE IS STILL AN AWESOME BEAST, WITH EDGE-OF-YER-SEAT HANDLING AND GREAT TRACTION, BUT THAT WING ISN'T VERY BIG IS IT?



NOW THAT'S MORE LIKE IT. A HARDTOP, F1 RACER-STYLE WING AND A TUNED ENGINE WHICH GIVES IT MORE LOW END POWER IN SECOND AND THIRD GEARS.



ORDINARILY THE TRUCK IS STILL A MIGHTY CREATION, WITH GREAT POWER FOR GOING UP HILLS AND A NEAT DIESEL WHINE, BUT...



ENTER THE MAGICAL PLACE KNOWN AS THE TUNING SHOP AND YOU GET A WHOPPING REAR SPOILER AND THE ENGINE IS STUCK IN THE BACK.



RIDGE... WHAT?

IF YOU DON'T OWN PLAYSTATION WHEN IT CAME OUT THEN YOUR PROBABLY HAVE RAGE RACER, AND IF YOU WANT A RAGE RACER THEN YOU WOULD HAVE HAD RAGE RACER REVOLUTION, BUT NOW THERE'S RAGE RACER TOO -- IS IT WORTH BUYING IF YOU HAVE GOT ONE OR BOTH OF THE OTHERS AND WHAT ARE THE DIFFERENCES?

	TRACKS	CARS	SECRET CARS	TIME UP
1 RAGE RACER	3 (6 MIRRORS)	4	3	90
2 RAGE RACER	3 (6 MIRRORS)	4	3	75
3 RAGE RACER	4 (8 MIRRORS)	18	3 (KEY)	90



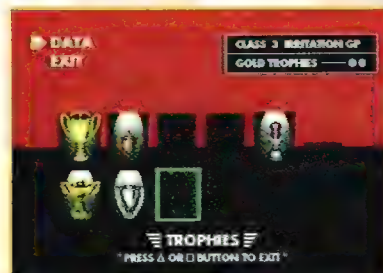
[ABOVE] Complete all the tracks, then the mirrored ones and you enter the magical sixth class where you race three secret cars. This one looks like something by Gerry Anderson and it almost seems to float...



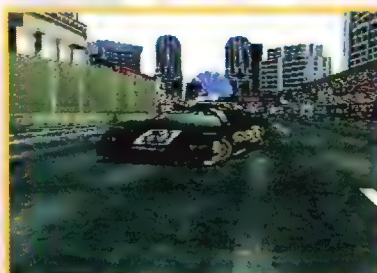
[ABOVE] Well, it wouldn't be a Namco game without shameless advertising for their other products would it? Here we can see the GunCon which is packaged with Time Crisis, plus there's Tekken 3, Soul Edge and Time Crisis itself.



[ABOVE] And this one looks exactly like the one used by ZZ Top! If you save up 2.8 million then this torque beast could be yours – just don't try cornering.



[ABOVE] Win all the races in 1st place and you get a gold trophy for that class. Win them all, including the sixth one and who knows what secrets will be revealed (ie we haven't done that yet!)?



[ABOVE] The cars in Ridge Racer even lean on their suspension when you corner hard and this, coupled with tortured moaning from the tyres, helps to give a terrific sensation of high speed.



[ABOVE] It's Bullitt with Steve McQueen, or even Basic Instinct if you're playing with no clothes on. It's a great feeling making the cars airborne.



[ABOVE] The chase car view in Ridge Racer is awkward and blocks the view ahead. Stick with first person perspective, that's what we say.



LOOKS ●●●●●●●●○
SOUNDS ●●●●●●●●○
GAMEPLAY ●●●●●●●●○
VALUE ●●●●●●●●○
MAX POWER ●●●●●●●●○

PLAYED **94%**

I liked it so much, I bought it!

ALTERNATIVELY:
RIDGE RACER REVOLUTION (90%)
THE NEED FOR SPEED (94%)

TWISTED METAL



THE FALSE NIRVANA OF THE GRAPHICS-OVER-GAMEPLAY AGE THAT DECEIVED PLAYSTATION OWNERS IN THE MACHINE'S BEGINNING SMOTHERED A REMARKABLE GAME. HAVE WE GROWN UP?

Luckily for us,

Single Trac wasn't put in enough of a bad mood with the lukewarm reception of its *Twisted Metal* game last year. A largely underrated title, *Twisted Metal* was a haven of excellent two player gameplay that went tragically unnoticed by most of the British gamesplaying public. Now, just over a year has passed, and word should have spread from the scattered but devoted admirers of the original game that *Twisted Metal 2* is here, and you'd be crazy to pass it up again.

The people who played *Twisted Metal*, instead of carelessly disregarding it, made a great deal of constructive criticism, particularly on the internet, and blindly prayed that Single Trac would listen. They did.

GET YOUR MOTOR RUNNING...

A recurring criticism of the game was that the two player levels were too confined, too small for extensive play, and this was certainly true, with only the Warehouse level offering a credible arena for the sometimes overlong games.

Twisted Metal 2 has eight new levels, all of which stand up to repeated two player battling. Many of them are huge, sprawling landscapes, and now have teleporters and more secrets to discover.

They have gotten around the size problem by equipping both cars in a two player conflict with new radars, so now you always know what direction your opponent is in, and even if he is on the same level of height as you. Without this inclusion, most of the new levels would be unplayable, with the exception of the bowl-shaped Moscow arena, because you would encounter each other so rarely that boredom would set in before the fiery climax. Players of the first game will also see that the graphics have been tidied up, and that the intrusive polygon folding has been curbed.

HEAD OUT ON THE HIGHWAY...

The contest is set one year after the original, and the deformed and psychotic Calypso has decided his tournament will take place across the entire globe this time around, as the city of angels has been almost entirely demolished by the contest, leaving hardly anything to destroy.

The new levels are Moscow, Paris, Amazonia, New York, Antarctica, Holland, Hong Kong and the burning, desolate Los Angeles. Now that the levels are themed and inspired in this way, it makes for more satisfying variation in the gameplay, and could be enough to attract a new audience in itself.



There are several features which are unique to a particular level. For example skidding into Hong Kong's (operational) subway system, or blasting part of the Eiffel Tower in Paris to cause it to fall down and create a handy path to a previously unreachable area, discovering the hidden chambers of the Amazonia level – the list goes on.

You choose from 12 cars, seven of which are revamped versions of the old cars, and five of which are new.



"Twisted Metal was a haven of excellent two player gameplay that went tragically unnoticed..."



Publisher: Sony
Supplier: The Skill Academy
0181 567 9174
Price: £49.99 (Import)
Release date: Out Now



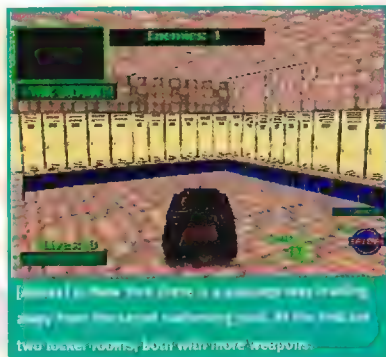
ONE PLAYER



MULTIPLE PLAYERS



AL 2



CAR-NIVORS

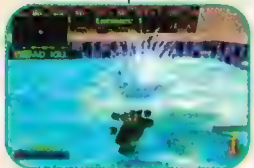
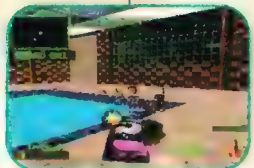
As CARING SOULS THAT WE ARE, WE HAVE INCLUDED THE STATS FOR EACH VEHICLE, TO HELP YOU FIND THE ONE FOR YOU. FIVE IS THE HIGHEST RATING IN EACH CATEGORY.

<p>Grasshopper</p> <p>NAME: Grasshopper</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>	<p>Hammerhead</p> <p>NAME: Hammerhead</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 1</p>	<p>Mr. Grimm</p> <p>NAME: Mr. Grimm</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 4</p>	<p>Mr. Slam</p> <p>NAME: Mr. Slam</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 1</p>	<p>Outlaw 2</p> <p>NAME: Outlaw 2</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 4</p>	<p>AXEL</p> <p>NAME: Axel</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 2</p>
<p>Shadow</p> <p>NAME: Shadow</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>	<p>Spectre</p> <p>NAME: Spectre</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 4</p>	<p>Thumper</p> <p>NAME: Thumper</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>	<p>Twister</p> <p>NAME: Twister</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>	<p>Warhog</p> <p>NAME: Warhog</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>	<p>Roadkill</p> <p>NAME: Roadkill</p> <p>HANDLING: 1</p> <p>ARMOUR: 1</p> <p>SPEED: 3</p>

review twisted metal 2



DEATH BECOMES HIM
 "DROPPING INTO A LEVEL"
 "MUSIC FROM THE ORIGINAL TWISTED METAL"
 "LIVES: 0" "ENEMY: 1" "THE CAR IS YOUR FRIEND, IT WILL PROTECT YOU"



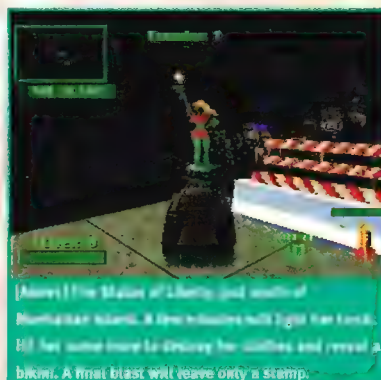
Sweettooth, the spooky ice-cream van, is no longer selectable to use (without a code), but he still puts in a cameo appearance every now and then as an enemy. Good riddance.

LOOKING FOR ADVENTURE...

Playing in one player mode, you are given the choice of entering the Tournament or playing a Challenge Match. For the tournament you pick a car, and set off on the eight level journey that awaits you, facing varying numbers of enemy vehicles on each stage. There are the customary three levels of difficulty, and that Easy mode is going to come in very handy until you have practiced a little and become familiar with your car.

A Challenge Match consists of choosing whatever location you desire, and selecting one or more enemies to play against. Depending on the level you choose, you can have up to six enemies screeching around after you, eager to catch you within their pyrotechnical mayhem. In the split screen two player mode, a Challenge Match is only you and a friend, just like in the original; anywhere you want, with any two cars you want. Playing like this is a fantastic rush, given the joy of tearing around the new, infinitely more complex and interesting settings, with new weapons to master too.

However, the two player co-operative

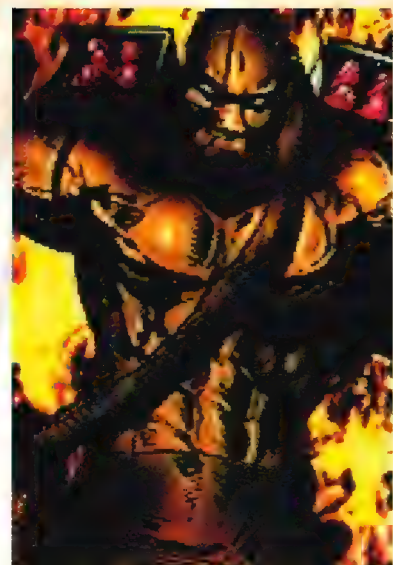
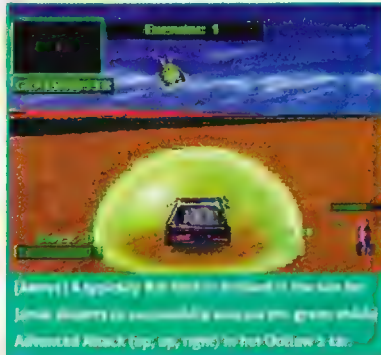


"Get Twisted Metal 2, and get it soon..."

mode, or Co-Op Tournament, is a treasure that was never available in *Twisted Metal*, and this has to be the most enjoyable, head-spinning, heart-thumping experience that *TM2* has to offer. As in the Challenge Match, you can toggle between horizontal and vertical split screen during the game, another new feature, and there are benefits for both in different scenarios. Sharing a total of six lives, the co-op mode is essentially the one player game with a friend – the enemies are chosen for you, and completion of a level promotes you both to the next, although that doesn't in any way guarantee that a dispute won't start over a stray missile and the two players won't destroy each other!

AND WHATEVER COMES MY WAY

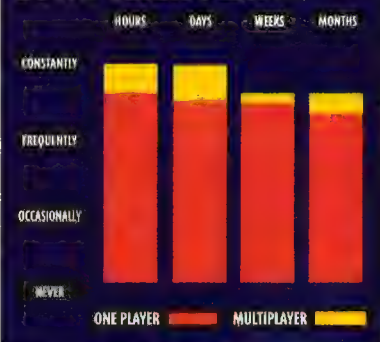
A rather eccentric addition to *Twisted Metal 2* are the new Advanced Attacks you can perform, of a kind only previously seen in beat-'em-ups. They use D-pad combinations to trigger them. For example, tapping left, right and up will unleash a Freeze Burst that temporarily traps your opponent in a block of ice. There are loads of these bizarre strokes of genius to find, including moves to release mines, jump straight into the air, activate a shield and more. Even when you are completely out of weapons, the Advanced Attacks will work, which means the fight may not be over just as soon as your enemy thinks.



Twisted Metal 2 offers so much to discover and do that it certainly qualifies for a purchase even if you have the original. And newcomers who have always fancied a look but never took the plunge, this is a fantastic place to start. Get *Twisted Metal 2*, and get it soon. Sony UK – release this game now!



LONG TERM PLAY...



PLAY

LOOKS: 4/5
 SOUNDS: 4/5
 GAMEPLAY: 4/5
 VALUE: 4/5
 NAPALM: 4/5

PLAYED 88%

Join the joyride

ALTERNATIVELY:
 TWISTED METAL (78%)
 DESTRUCTION DERBY 2 (82%)

COMMERICAL BREAK

Command & Conquer's presentation is near perfect, with realistic rendered cut scenes interspersing each level. Moments of high drama and conflict to rival anything by Francis Ford Coppola, and of course an epic opening movie showing you channel hopping, if you want atmosphere, C&C has it in spades.



COMMAND

THERE'S ONLY **TWO** KINDS OF **PLAYSTATION** GAMES – **STEERS OR QUEERS. WHICH ARE YOU BOY?**

"Why do we have wars,

daddy? Why do men fight?" Well if *Command &*

Conquer's anything to go by it's because they're damned good fun! Shrapnel, phosphorus, agent orange, razor wire, limpet mines, dum dum bullets – what a laugh, especially when the unfortunate victims of this callous conflict are not real human beings, but tiny 3mm Rambos who

brainlessly follow your orders to the end. It's a strategy

war game folks, but here's the twist – it's actually playable for a mainstream audience, and you don't need a paper maché model of the Somme in your spare bedroom to enjoy it. Hooray!

Command & Conquer is a simple concept, and one that has been 'homaged' on its native PC since its release in 1995. Viewed from above, you command many different types of troops and vehicles by highlighting them with the cursor to make them active, and then clicking elsewhere on the screen to send them into action. If you select land, they



Like most strategy games you can quickly build a base to be proud of. The main battle for this mission is in a sandbag or fence perimeter and then you can go on the offensive with impunity.

obligingly march there double-time and wait for further orders, but if you move the pointer over an enemy unit, it turns into a red cross-hair and your units will attack until it is destroyed.

IN THE ARMY NOW

But before you yawn yourself into a coma, consider the fact that both you and the enemy have state-of-the-art weaponry at your disposal, and the game is played in real time, so you must constantly be on

guard for sneak attacks as well as planning your own cunning strategies. To complicate matters further, many missions also require you to construct and manage your own base, and so as well as fighting battles on one side of the map, you've got to keep building new structures and defending the whole kit caboodle from ground and air attacks.

Insert one of the two CDs (one for the bad guys, the Brotherhood of NOD, one for the friendly Global Defence Initiative) and you are greeted by the same glorious rendered intro which wooed the PC press a year ago. Setting the scene perfectly, you are then given the choice to alter playing keys, select volume levels, and toggle the on-screen help.

Command & Conquer features up to 50 levels in all, including the extra Covert Operations data disk, which presents you with over ten missions on each side which are much harder than the standard ones and also have no storyline. As in their PC

PLAY INFORMATION

Publisher: Virgin
Customer support: 0171 368 2255
Price: £44.99
Release date: Out now



ONE PLAYER



By clicking and dragging, entire regiments of men and vehicles are selected and can be ordered en masse. You can also start building reinforcements from anywhere on the map using the sidebar.



& CONQUER

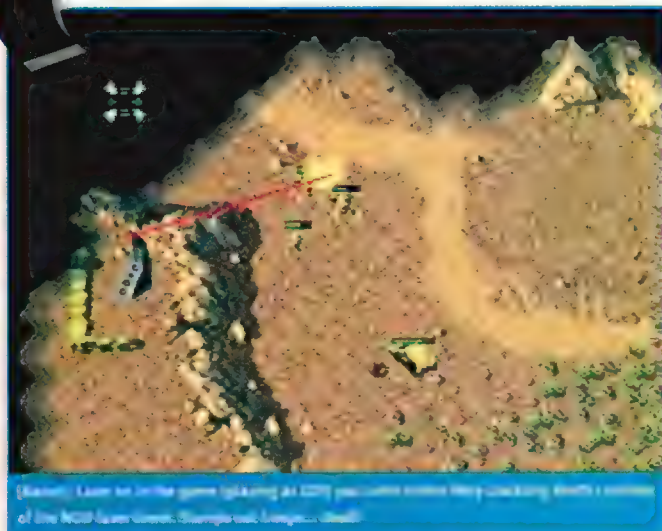
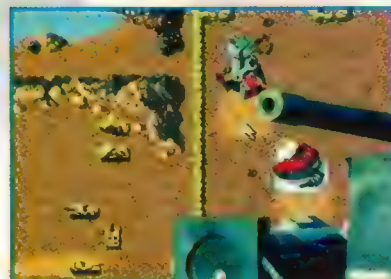
“PlayStation owners are expected to use the joypad, a clumsy and RSI-inducing way to play a very physically demanding game...”

incarnations, the slick rendered cut-scenes are conspicuous by their absence. Each mission in the main game represents a different country in Europe or Africa, although you do not have to visit them all to complete the game. At key points of conquest, you are given the choice of which nation to invade, and this adds to the longevity.

LOUDER THAN BOMBS

What makes the gameplay of C&C so special is the sheer depth and level of strategy. There are so many different troops and vehicles to command that the possibilities for battle are endless, and you can try many different plans before you find one that works. You also don't get all those instruments of armageddon right away, you have to earn them through blood, sweat and tears.

Full frontal attacks are often deadly because your forces are concentrated and make easy



(Clockwise from top left) A screenshot from the game showing a top-down view of a battlefield with various units and structures. A screenshot from the game showing a top-down view of a battlefield with various units and structures. A screenshot from the game showing a top-down view of a battlefield with various units and structures.



SAS HANDBOOK

WANT TO KNOW THE IDEAL WAY TO TAKE OVER AN ENEMY BASE? READ ON, MEN.

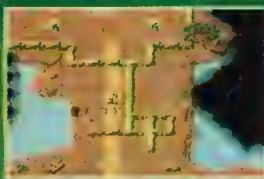
STAGE 1

BUILD YOUR BASE CLOSE TO A TIBERIUM FIELD IN ORDER TO HARVEST THE TIBERIUM YOU NEED TO COFFERS, AND IMMEDIATELY START BUILDING SANDBAGS TOWARDS THE ENEMY BASE IN A ZIG-ZAG FASHION TO MAXIMISE THE DISTANCE. THE ENEMY WILL ATTACK IN LIMITED NUMBERS, SO MAKE SURE YOU HAVE SOME TROOPS AND VEHICLES IN RESERVE TO COPE. YOU DON'T WANT YOUR COMMAND CENTRE OVERRUN WHILE YOU'RE OUT HUNTING.



STAGE 2

BLOCK OFF ALL THE ENTRANCES TO THE ENEMY BASE WITH BAGS AND TROOPS. STOP MOST OF THE FLOW. ON THE PC THIS TACTIC WAS FOOLPROOF, BUT THE IMPROVED AI OF THE PLAYSTATION VERSION HAS MEANT THEY WILL AT LEAST TRY AND BREAK THROUGH. MAKE SURE YOU CAN SEE ALL AROUND THE BASE FOR WEAK SPOTS. THE ENEMY REFINERY WILL NOT BE ABLE TO COLLECT TIBERIUM AND THEY WILL BE STARVED OF CASH.



STAGE 3

CREATE A SMALL INVASION FORCE OF MEN AND MACHINES AND GET THEM READY NEAR THE FRONT OF THE BASE. NOW CREATE ENOUGH ENGINEERS TO TAKE CONTROL OF EACH KEY INSTALLATION: REFINERY, WEAPONS FACTORY/AIRFIELD, COMMS CENTRE AND BARRACKS. GET THEM AROUND THE BACK OF THE BASE AND GIVE THEM ONE ROCKET OR GRENADE MAN TO DEFEND THE GROUP AND BE USED TO BREACH THE BASE FOR THE BACKDOOR ATTACK.



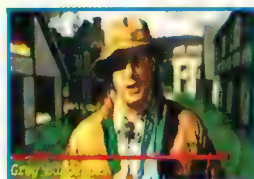
STAGE 4

BLOW A HOLE IN THE ENEMY FENCE AT THE REAR AND THEN SELL THE FRONT SANDBAGS AND ATTACK THE ENEMY WITH YOUR FRONT FACING FORCE. LET THEM GET ON WITH IT. WHILE THE ENEMY IS OCCUPIED, SEND IN YOUR ENGINEERS TO TAKE OVER EACH BUILDING SO THAT THEY HAVE NOTHING LEFT. TAKE THE BARRACKS AND WEAPONS FACTORY FIRST, THEN THE REFINERY, BUT MAKE SURE IT HAS A HARVESTER IN IT, OR IT WILL NOT BECOME YOUR OWN.



STAGE 5

MOP UP THE REMAINING TROOPS AND DESTROY ANY INSTALLATIONS THAT COST LESS THAN \$500 TO BUILD AS IT'S NOT WORTH WASTING AN ENGINEER ON THEM. SOME MISSIONS WILL REQUIRE YOU TO SAVE A CERTAIN BUILDING, BUT MAINLY YOU MUST KILL EVERYTHING IN SIGHT, RIGHT DOWN TO THE SILOS AND ANY STRAY HARVESTERS THAT MAY HAVE BEEN CAUGHT OUT IN THE FIELDS. YOU SHOULD NOW WIN EASILY.



Adams' Early rule has slightly different ways of doing things. With the example, use an attack, then a tank & weapons factory, and then a tank to try to see equipment. Spok the Transporter phase.

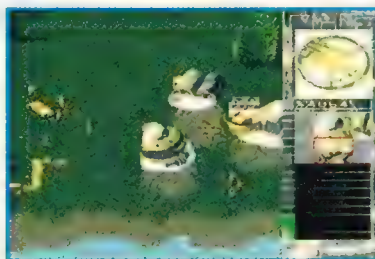


targets for Howitzers and napalm, and in the heat of battle, your men are just as likely to get hit by friendly fire if they are all bunched together. *C&C* teaches you that careful planning is the way to win, and it is a true challenge to tease out the enemy and fight on your own terms whilst weakening their base with espionage missions. Put simply, there is no better strategy game and even arcade heads will be attracted by the screams of terror and satisfying explosions. However, be warned, Westwood Studios has dropped a couple of clangers in the conversion...

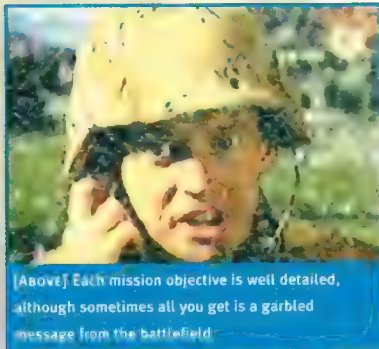
HOLIDAY IN CAMBODIA

First off, *Command & Conquer* is not mouse driven. This came as a great shock because it was the natural choice of control given the game's PC origins. Instead, PlayStation owners are being expected to use the joystick, a clumsy and RSI-inducing way to play a very physically demanding game. Each button is assigned to a different function, such as cycling the cursor through sell/repair/defend modes, or bringing up the combat window, and the pointer speed can be increased by holding down R1.

Not surprisingly, this makes the old thumbs ache after an hour or two, especially as the game runs at about twice the speed of the PC game on its normal setting. On PlayStation there is no option to change the speed of the game to give you more time to think, and also, because it is password driven, you cannot save mid-mission. As almost all of the missions are straight ports from the PC (and thus designed to test you even though you could save at any time) they are incredibly hard to complete.



“Westwood has done an admirable job, but without these two vital elements, should they have bothered?”



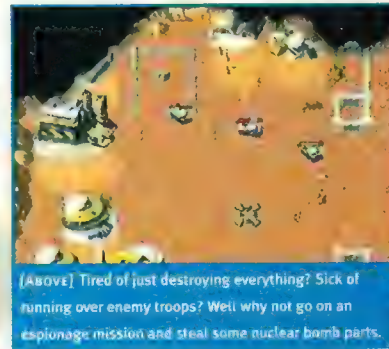
[Above] Each mission objective is well detailed, although sometimes all you get is a garbled message from the battlefield.

The second big shock for PlayStation owners is that there is no link-up mode and this might be the bitterest pill to swallow. The PC version was famed for its multi-player levels, the fact that you could form teams and attack other users on-line, and there were many new troops and crates which would bestow special features on your side. The PlayStation game has none of this and the reason must be the console's 2Mb of RAM, which could not handle having so many little independent sprites on-screen at once.

Even the one player game suffers some jerkiness when two armies clashes and grenades are exchanged, although in this case it is a blessing because it gives you the time to scroll the cursor across the screen. Westwood has done an admirable job converting C&C to the PlayStation, but without these two vital elements, should they have bothered?

SOLIDER, SOLDIER

Graphically *Command & Conquer* is never more than adequate. The tiny sprites, while allowing for more to be crammed on-screen, mean that you cannot tell which unit is which without having the help system on. It quickly becomes frustrating when you order a group of troops to attack who you believe are mini-gunners, when in fact there are some flame-thrower dudes hiding in there who quickly torch the whole lot in their fighting frenzy. On the PC, each unit is coloured for instant recognition, but this is sadly lacking from the PlayStation version.



[Above] Tired of just destroying everything? Sick of running over enemy troops? Well why not go on an espionage mission and steal some nuclear bomb parts.

The animation when you construct buildings is also incredibly poor, again due to the PlayStation's RAM constraints. The end result is that apart from the stunning FMV sequences that introduce each level, the graphics in *Command & Conquer* look poorly defined and distinctly un-PlayStation-like.

AT EASE MEN

As a master of PC C&C I had great hopes for the conversion and, perhaps to Westwood's folly, higher standards with which to judge it. It's not a bad game because the playability remains largely intact, it's just that without a multi-player or mouse control, it is unwieldy and frustrating to play. The joystick is just not accurate or fast enough to cope with game mechanics as complex as this, and given that the key to success is your speed to react, it's a major flaw. It also represents PC technology as of two years ago, and very few improvements using the PlayStation's custom chips or palette have been made. Initially you will find C&C frustrating to play, but patience does reap rewards. It can't be denied though that this is a great opportunity missed...

GUN CONTROL

DURING YOUR NOD INDUCTION, YOUR IMMEDIATE SUPERIOR GETS A BIT MEGLOMANIACAL AND ORDERS AN UNSANCTIONED STRIKE AGAINST THE USA. HERE'S KANE'S WAY OF DISHING OUT A P45.



[Above] Small concentrations of troops make very effective weapons, although you must make sure there are no stray flame-thrower guys in there.



LOOKS	★★★★○○○○○
SOUNDS	★★★★○○○○○
GAMEPLAY	★★★★○○○○○
VALUE	★★★★○○○○○
CONTROL	★★★★○○○○○

PLAYED 79%

A whimper not a bang!

ALTERNATIVELY:

WARHAMMER: SOTH (82%)

X-COM: TERROR FROM THE DEEP (88%)

100% PlayStation 0% fair

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Everything you need to know

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Come first every time

132

pages of hints,
tips, solutions
and codes

Tomb Raider Finished!

WALL OF GAME

MORTAL KOMBAT TRILOGY

PART TWO

CHEATS

KOMBAT KODES

The first three digits of the code are entered by the left player; the next three by the right player. Each player pushes the buttons (the number of time indicated) in this order: HP, LP, LK. For example, '321' means press HP x3, LP x2, LK x1.

[MISCELLANEOUS]

- Show Revision
- Disable Throws
- Silent Kombat
- Quick Uppercuts
- Encourage Throws
- Randper Kombat
- Randper Kombat
- Disable Block
- No Powerbars
- Sans Power
- Player 1 1/2 Energy
- Player 2 1/2 Energy
- Player 1 1/4 Energy
- Player 2 1/4 Energy
- Dark Fighting
- Unlimited Run
- Play Galaga
- Psycho Kombat
- P1 Inflicts Half Damage
- P2 Inflicts Half Damage
- Both P inflict half damage
- Combos Disabled
- Super Run Jumps
- Special Moves Disabled



SHAO KAHN'S TREASURE CHEST

Here you find Shao Kahn, you can unlock it by using:

Box 1: Character Endings

Box 2: Fight Chameleon

Box 3: Mega Endurance Kombat

Box 4: Mega Classic Endurance Kombat

Box 5: Random Fight

Box 6: Fatality Demo 1

Box 7: Fatality Demo 2

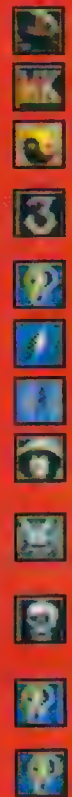
Box 8: Fatality Demo 3

Box 9: Super Endurance Kombat (All Fighters & Robots, Ninjas)

Box 10: Battle With Shokan Champions (Bosses)

Box 11: Mega Endurance (All Ninjas & Chameleon)

Box 12: Supreme Fatality



Quick Uppercuts

Real Kombat

Super Endurance

Regenerating Powerbars



[KOMBAT ZONES]

Bell Tower

Subway

Graveyard

Roof Top

Portal

Noob's Dorf

Desert

Bridge

Street

Scorpion's Lair

Kahn's Kave

Kombat Temple

Pit 3

River Kombat

Soul Chamber

Kahn's Tower



PLAY+
INFORMATION

Publisher: GT Interactive
Customer Support: (0171) 258 3791
Price: £44.99
Release date: Out now

⌘ If you need more for Mortal Kombat Trilogy, if no-one else can help you, and if you can be bothered, check out just two of our complete power move listings. Over the last two months we have given you every single special move for each of the 37 characters, and also the full list of cheats and hidden extras. No-one else gives you this much raw gaming power (and other assorted delights). And if you're feeling particularly desperate, why not stick it up on the wall?

WALL OF GAME

16

MORTAL KOMBAT TRILOGY

PART TWO

Mileena

Finishing Moves

Fatality 1, Snake

Friendship 1, LP

Fatality 2, Hair

Friendship 2, LP

Friendship 3, LP

Friendship 4, LP

Friendship 5, LP

Friendship 6, LP

Friendship 7, LP

Friendship 8, LP

Friendship 9, LP

Friendship 10, LP



Scorpion

Finishing Moves

Fatality 1, Heart From Hell

Fatality 2, The Name

Friendship 1, Heart From Hell

Friendship 2, Heart From Hell

Friendship 3, Heart From Hell

Friendship 4, Heart From Hell

Friendship 5, Heart From Hell

Friendship 6, Heart From Hell

Friendship 7, Heart From Hell

Friendship 8, Heart From Hell

Friendship 9, Heart From Hell

Friendship 10, Heart From Hell



Noob Saibot

Finishing Moves

Fatality 1, Snake

Fatality 2, Snake

Fatality 3, Snake

Fatality 4, Snake

Fatality 5, Snake

Fatality 6, Snake

Fatality 7, Snake

Fatality 8, Snake

Fatality 9, Snake

Fatality 10, Snake



Sheeva

Finishing Moves

Fatality 1, Hammer

Fatality 2, Hammer

Fatality 3, Hammer

Fatality 4, Hammer

Fatality 5, Hammer

Fatality 6, Hammer

Fatality 7, Hammer

Fatality 8, Hammer

Fatality 9, Hammer

Fatality 10, Hammer



Sub-Zero

Finishing Moves

Fatality 1, Ice

Fatality 2, Ice

Fatality 3, Ice

Fatality 4, Ice

Fatality 5, Ice

Fatality 6, Ice

Fatality 7, Ice

Fatality 8, Ice

Fatality 9, Ice

Fatality 10, Ice



Sektor

Finishing Moves

Fatality 1, Flame Torch

Fatality 2, Compactor

Friendship 1, Flame Torch

Friendship 2, Flame Torch

Friendship 3, Flame Torch

Friendship 4, Flame Torch

Friendship 5, Flame Torch

Friendship 6, Flame Torch

Friendship 7, Flame Torch

Friendship 8, Flame Torch

Friendship 9, Flame Torch

Friendship 10, Flame Torch



Sindel

Finishing Moves

Fatality 1, Primal

Fatality 2, Primal

Fatality 3, Primal

Fatality 4, Primal

Fatality 5, Primal

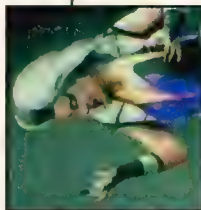
Fatality 6, Primal

Fatality 7, Primal

Fatality 8, Primal

Fatality 9, Primal

Fatality 10, Primal



THE BOSSES

Shang Tsung

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Rayden (MK1)

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Smoke

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Sonya

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Stryker

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Goro

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Kintaro

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Motaro

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL

Shao Kahn

Finishing Moves
 Fatality 1, Kiss Of Death: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Fatality 2, Exploding Uppercut: HP* (hold 8 seconds)
 Friendship: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 Babality: $\leftrightarrow \leftrightarrow \leftrightarrow$ + HK
 HK
 Stage: $\leftrightarrow \leftrightarrow \leftrightarrow$ +
 HP
 Brutality: HP, HP, LK, LK, LK, HK, HK, LP, LP, LP, BL, BL, BL



KEY
 HP = Tap high punch button.
 LP = Tap low punch button.
 BL = Tap block.
 HK = Tap high kick.
 LK = Tap low kick.
 RU = Tap the run button.
 $\leftrightarrow \leftrightarrow \leftrightarrow$ = Tap direction on D-pad.
 + = Press buttons on both sides of 'x' simultaneously.

[] = Press and hold buttons indicated in square brackets.
 * = Release any or all pressed buttons.
 , = Press in sequence, not simultaneously.
 jP = Punch at ANY point during ANY direction jump.
 jK = Jump forward (or backward) with kick during jump's descent.
 HopK = Tap any kick button while starting to press δ .
 HopP = Tap any punch button while starting to press δ .
 run = Press and hold run to get close to opponent then release.
 Sweep = Press \leftrightarrow + LK.
 Throw = Press LP when close to opponent.
 Roundhouse Kick = Press \leftrightarrow + HK.

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COMMAND & CONQUER



It provides the parent with all the information you need to access & give below the wire. I don't expect you'll read every line of garbage at this is not last chance to comment on the panel below it is submitted to my

BE
O
PLAY

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25%

- Receive a special subscribers-only letter packed full of behind-the-scenes gossip from the PLAY team.

PIRACY - When the piracy in a stream has not been fully resolved, it is considered a piracy issue in the piracy category. Piracy issues are closed in the piracy column after successful piracy following the request for copyright information. The old copyright issue is not a piracy issue. To remove the old copyright issue, please contact the copyright owner.

Phone Number.....

CONTRA: legacy of war

CONTRA, SUIKODEN, NBA IN THE ZONE 2... KONAMI IS CERTAINLY GETTING MORE PROLIFIC ON PLAYSTATION, BUT HOW WELL HAS THIS ANCIENT COIN-OP MADE THE TRANSITION?

Jeremy Clarkson

is a respected journalist. Ask old Jeremy what his least

favourite car is, and he'll tell you it's anything by Yugo. Ask him why, and he'll say "because it has no redeeming features." Fair enough. Well, it is the opinion of this reviewer that *Contra: Legacy of War* has no redeeming features. Nada. And although Konami's shoot-'em-up is not terrible, it could best be described as dull.

While playing this Belgium-on-a-Sunday of games, no matter how much effort is put in it is almost impossible to get into the mood where you care what happens to the little gun-toting chap under your control. There is a desperate lack of motivation, and what should be an intense adrenaline-assisted feeling of excitement, fear and urgency melts into utter lethargy.

When you take an idea as old as *Contra* you want to add something new for it to appeal to a new generation of gamers. All that has been added to *Contra* on the

PlayStation is a pseudo 3-D mode which certainly opens up the possibilities of new gameplay, but the graphics generally are sour and blocky and probably would have been accepted back when the 32-bit world was just finding it's shaky little new-born feet, but are uninterestingly average, poor even, by today's standards.

PLATOON

Okay, so they have added something new, I am speaking of course of the cheap gimmick that is the "3-D Mode." A more accurate name would be "Red Mode," which should be all you need to know. Yes, not only do you get to look like an idiot, figuratively, for paying £40-50 for a game ranking along side cabbage soup in the excitement stakes, you get to look like an idiot literally as you wear the included 3-D glasses and gaze in whimpering disbelief at your new game presented in glorious Dark Red™.

Unlike *Magic Carpet's* 3-D mode on the PC, you can't switch the effect off during play when you feel sick because your eyes are being forced to do something they were not designed for. All this inexplicable laziness nudges *Contra* into an unhappy place between the old and the new. Now, from what you have learnt in the past, you may be thinking *Contra* is one of those games with dodgy visuals but old



fashioned solid gameplay that renders its ugliness irrelevant. Read on.

RAMBO: FIRST BLOOD PT II

Looking at the screenshots on these pages it is possible the 3-D design of the levels could have you believe there is some freedom of movement within the scenery. Nope. Not an Inch of it. While your four characters are obviously fully manoeuvrable, they are only able to move within a rigidly defined path. The whole game runs in a tiny corridor. How tedious. Another deception these polygon-built texture mapped graphics may cast is that you might just be able to turn back for a second or two. You can't. You miss a bad guy, he's gone. That vital power-up slips just past the border of the screen, forget about it.

Playing *Contra* in the two player mode provides a small burst of fun, as it evokes

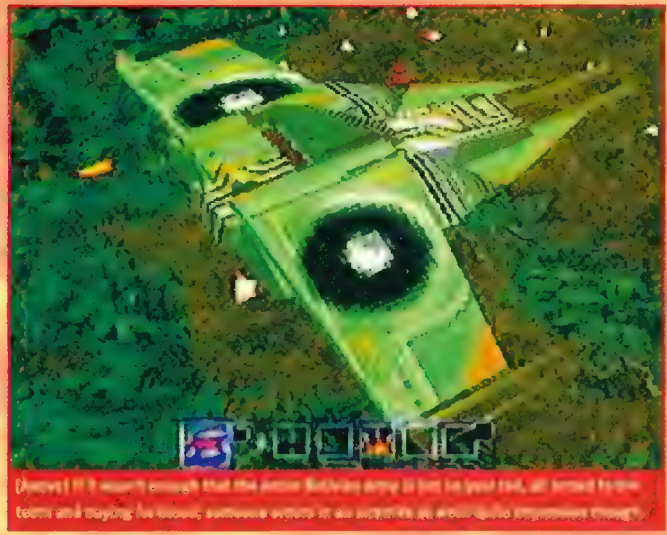
PLAY+ INFORMATION

Publisher: Konami
Customer support: 01895 853000
Price: £44.99
Release date: Feb '97

ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD



RED MENACE

THE 3-D MODE IN *CONTRA* IS, WELL, NOT 3-D. UNLESS YOU FIDDLE WITH EVERY CONTROL ON YOUR TV AND SIT IN A DARKENED ROOM AS THE MANUAL SUGGESTS, WHICH GIVES YOU SOMETHING VAGUELY WATCHABLE. THE UNNATURAL SENSATION YOU EXPERIENCE IN YOUR EYES WHILE USING THIS MODE CAUSES ME TO FORSEE A MASSIVE PUBLIC LAWSUIT ON A SIMILAR SCALE TO NATHAN JOHNSON'S EYE-CROSSING SUN-GLASSES, THE "OPTIGRAB," IN THE MOVIE *THE JERK*.



[Action] May between these fight areas while constantly trying to get by this one.

the spirit of the original coin-ops prevalent in the Eighties, where you and your mate would spend 50p on it, have a bit of a laugh, and never touch it again. Well folks, it's 1997, and this is close to 50 quid. No sale. Let's face it anyway, if a prospective player two turns up at your house, you're not likely to bring this little gem out for fear of ridicule – "Hey Bob, check out my new game. What's that? Rotten you say? Here, try it in breath-takingly realistic red..." At £25, *Contra* would offer decent value for money, but only someone with more cash than sense would fork out twice that.

With so many quality games having just been released for the PlayStation – *Tomb Raider*, *Pandemonium*, *Star Gladiator* – and many in the works if you look at our 1997 preview this issue, it is almost insulting what some developers are throwing out. Give *Contra* a wide berth.



[Action] Using the power button, which makes the player lay on the ground, you could find out if this game really is as good as it looks. Well, it's not.



[Action] And here's a bit of the final enemy spider, with more hunting than a spider.



[Action] The enemies of the game-based enemies are usually pretty good, with some flying around flying off in all directions.



[Action] The game's enemies are all pretty good, but the final enemy is a bit of a let-down.



"There is a desperate lack of motivation..."



FINDING THE FALCONS

MANY OF THE FALCON POWER-UPS FOR YOUR WEAPONS ARE HIDDEN IN THE WALLS. LOOK FOR A SLIGHT TRANSPARENCY OR EMBOSSED-LOOKING PANEL LIKE THIS...



...FIRE AWAY AT IT UNTIL IT EXPLODES INTO FLAMES...



...AND RUN IN TO COLLECT YOUR LOOT! FORCE FIELDS CAN ALSO BE FOUND IN THESE PLACES.

PLAY

LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
OLIVER NORTH	●●●●●○

PLAYED **62%**

Legacy of cack!

ALTERNATIVELY:
RELOADED (out Jan '97)
X2 (77%)

TEMPEST X3

SO HOW EXACTLY DO YOU CUBE A TEMPEST? IGNORE THIS, AND MANY OTHER STUPID QUESTIONS, WITH THE LATEST RETRO SHOOT-'EM-UP!

Tempest in a

nutshell – things are coming towards you up a series of tunnel-like 'webs', and you shoot them before they reach you. Unfortunately, that description, while 100% accurate, doesn't really fill out a two page review too well.

Luckily, there's a bit more to *Tempest X3* (it somehow acquired an *Alien*-style 3 since the preview last issue, for reasons best known to Interplay) than just the potted summary above. Not much more, admittedly, but enough to avoid having to fill the rest of the review with the phrase 'All work and no play makes Andy a dull boy' over and over again. *Tempest X3* is the souped-up, spaced-out, sorted-for-Es-and-wiz 1997 cyberdelic remix of the 1981 Atari original, which reaches the PlayStation via techno-hippy Jeff Minter's *Tempest 2000* on the Jaguar console. *Tempest 2000* updated the original by adding power-ups, new enemies, bonus stages and some retina-crisping psychedelic special effects, as well as a thumping techno soundtrack and explosive sound effects which deserved to be fed through the stereo and turned up to 11. *Tempest X3* is much the same, only with more levels and even more eye-spinning visuals. Luckily, the gameplay remains the same.

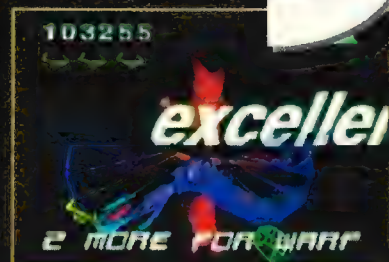
VECTOR GRAPHICS

The original plot for *Tempest* was supposedly something to do with monsters coming up from the core of the Earth, but the primitive vector graphics of the arcade machine rendered it a rather more abstract experience. No matter – the complete absence of anything resembling a storyline made it, if anything, an even purer game – if it moves, it's a bad guy. If it doesn't move, it's an obstacle. Whatever its physical state, you should shoot it before it gets any closer. Right now. I mean it.

Tempest X3 adds a few tweaks to this – shooting certain enemies releases spiralling power-ups which either add to your firepower, let you jump off the rim of the web to dodge enemies that have reached the top, give extra points, award

you a sidekick droid to aid in the carnage or let you skip levels and reach bonus stages. That aside, it's still the same game. The enemies all head remorselessly up the web, some of them firing shots or electrifying parts of their path, and if you can't reach them before they hit the top there's always the ultimate sanction of the 'superzapper' – a one-shot smart bomb that fries everything in sight.

So, what is it that makes this ancient arcade game still playable today? Purely the fact that it's an absolute no-brainer – like *Robotron*, whether on the *Williams Arcade Classics* CD or in its *Robotron X* incarnation, it's a game where even thinking about thinking about what you're going to do next will result in you winding up a bit dead. You have to rely entirely on instinct to clear each web, and once you do you're onto the next a few seconds later. Admittedly, it's not going to provide the same kind of challenge or sense of achievement when you finish a level as something like *Tomb Raider*, but on the other hand it's something you can always slap on and play for ten minutes while waiting to go out without worrying about saving the game.



[Above] Excellent indeed. Another couple of power-ups will get you the awesome Mega Droid.



[Above] And here's the first. If this looks mad, be assured that the later ones are more intense than an acid trip!

Retro-gaming seems to be back, and *Tempest X3* is one of the better examples of an old game spruced up for the millennium. Stare fixedly at the screen, hold down the fire button and relive the old days, only this time with added bosh and weird spinning colours. Ho yus!



PLAY INFORMATION

Publisher: Interplay
Customer support: (01628) 423666
Price: £44.99
Release date: Out now



ONE PLAYER



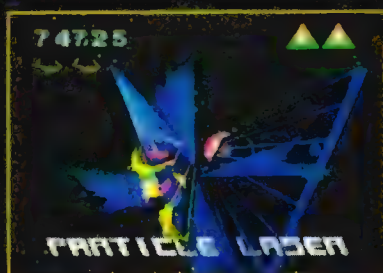
MULTIPLE PLAYERS



MEMORY CARD



[Above] The Superzapper splits high-energy death – and I don't mean Hazel Dean.



[Above] As you can see *Tempest X3* is pretty damn...



[Above] ...colourful and full of pyrotechnics.



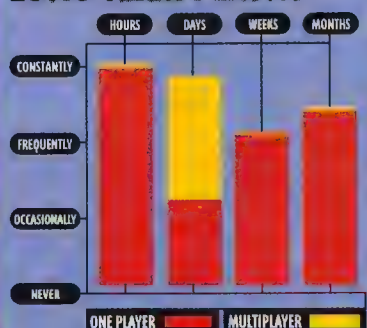
[Above] God, I can't take it! It's sensory overload! You can't even see the game!



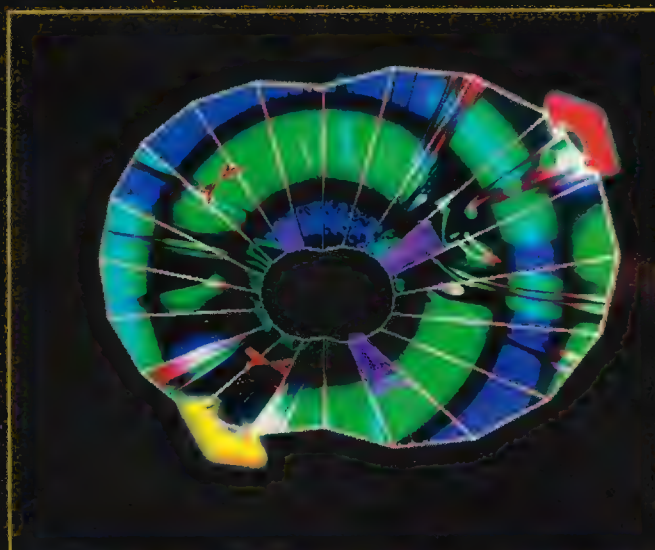
[Above] An extra life is yours every 20,000 points. It might sound generous, but you'll need them all!

"Stare fixedly at the screen, hold down the fire button and relive the old days... with added bosh and weird spinning colours!"

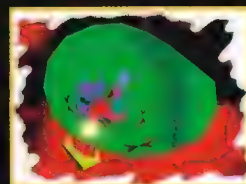
LONG TERM PLAY...



[Above] The graphics in *Tempest X3* are sensational compared to the original wireframe jobs, although it does make everything a bit more difficult to see. Does *Tempest X3* offer decent value for money? Yes, but you have to be a pretty big fan.



[Above] The innovative two player mode is certainly highly addictive, but you have to know the other person really well to trust them with your life. The best strategy is to each take one half of the grid and patrol it scrupulously.



PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
LIFESPAN	●●●●●●●●●●

PLAYED 86%

Takes your brain to another dimension!

ALTERNATIVELY:
WILLIAMS ARCADE CLASSICS (84%)
ROBOTRON X (85%)

NBA LIVE '97

SHOOTING FROM OUTSIDE THE ZONE, EA CRAM EVERYTHING BAR THE KITCHEN SINK INTO A BASKET!

Damned statistics.

As the old saying goes, what they reveal is interesting; what they conceal vital. Or as one baseball coach put it: you could have one foot in the oven, the other in the ice bucket, and they'd say you were lukewarm! One statistic I can't give you is just how many statistics you're bombarded with in *NBA Live '97*, suffice to say it's a lot. Okay, so cramming screens full of percentages is standard practice when it comes to sports sims, but you have to hand it to EA for sheer attention to detail. As previously in the *Live* series, EA has incorporated every option you could ever want. Apart from the usual choice of exhibition matches, playoffs or a full 32-game season, you can toggle a long list of rules on and off to create your perfect game. The NBA team line-ups are all accurate for the 1995-6 season, and you can trade players between sides, sign free agents, and create up to 40 new players - adjusting skin tone, height, weight, various abilities, and even which college they attended. This is a godsend for the serious basketball fan, as is the inclusion of countless offensive and defensive set plays, to which you can assign hot keys for instant activation during play.

LIVE AND KICKING
If the word 'anorak' comes to mind, admittedly previous (16-bit) instalments



of the *Live* series have concentrated on sporting accuracy at the expense of excitement - something which EA has obviously tried to rectify here. In addition to reels of video footage, including a different halftime show for each NBA team (with plenty of saucy cheerleaders!), they've brought in an excitable commentator to scream out the names of scorers. The big-game atmosphere is heightened by the partisan crowd who roar or boo accordingly. Graphically, too, they've pulled out all the stops with motion-captured players (with realistic facial features), slow-motion replays, and a multitude of adjustable TV-style perspectives. Looks-wise it's comparable with *Total NBA* but, despite playing a very realistic game, it can't quite match the sheer instinctive playability of Sony's own sim. The simplified arcade mode is fun - especially when you can knock opponents flying across the court, *NBA Jam* style - yet never that intense. Special dunks are possible, including slams and spins, but somehow they don't seem that spectacular, even on close-up replay. It's in the all-out simulation mode that the

PLAY+ INFORMATION

Publisher: Electronic Arts
Customer support: (01753) 549442
Price: £44.99
Release date: out now

ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD

MULTI-TAP

ON THE ROSTER

WANT TO CREATE A DREAM TEAM OF YOUR FAVE NBA PLAYERS? JUST JIGGLE THOSE ROSTERS.



ROSTERS

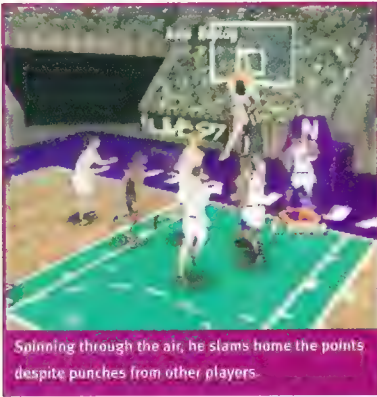
LOOK THROUGH THE ACCURATE TEAM LINE-UPS FROM LAST SEASON.



TRADE

SWAP PLAYERS BETWEEN SIDES - NO TRANSFER FEES IN THIS GAME.





Spinning through the air, he slams home the points despite punches from other players.

“A different halftime show for each NBA team (with plenty of saucy cheerleaders!)”

game excels, bringing the strong strategic aspects into play. With the press of a hot key, you can send your team-mates running into position and put together some satisfyingly flowing moves. Substitutions also play an important part as players get tired, fouled out, or injured.

If you appreciate the tactical side of basketball, this will undoubtedly have you jumping for joy, but for many *Live '97* will lack the necessary edge to cut it one-on-one with *Total NBA*.



COURT TV

WATCH THE ACTION FROM A RANGE OF ADJUSTABLE CAMERAS.

1 PRESS

STANDARD VIEW FROM THE PRESS BOX.

2 CLASSIC

THREE-QUARTER DIAGONAL PERSPECTIVE.

3 END

VIEWED FROM END OF COURT.

4 BEHIND

FOLLOWS PLAYER IN POSSESSION.

5 SKY

3-D VIEW FROM HIGH ABOVE.

6 OVERHEAD

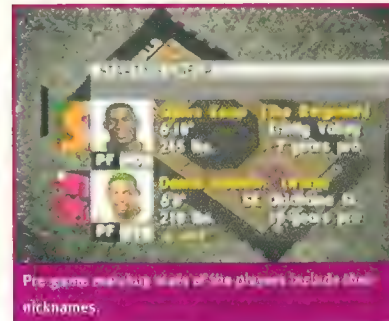
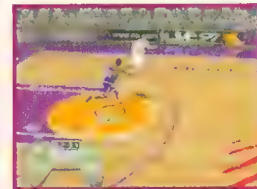
TOP-DOWN VIEW WITH TINY PLAYERS.

7 SIDELINE

AS SEEN FROM THE SIDELINE!

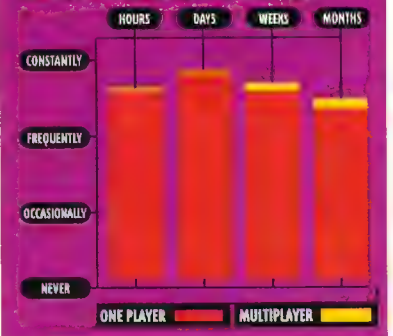
8 AUTO SELECT

SWITCHES BETWEEN ALL CAMERAS.



Pre-game marketing stats of the players include their nicknames.

LONG TERM PLAY...



PLAY+

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
ACURACY	●●●●●●●●●●

PLAYED 89%

Authentic sim for basket buffs

ALTERNATIVELY:

TOTAL NBA (94%)
NBA IN THE ZONE (79%)

FREE AGENTS

IF YOU'VE SPACE IN YOUR TEAM, SIGN UP A FREE AGENT.



RE-ORDER

PLAYERS CAN BE SWITCHED FROM THEIR NATURAL POSITIONS.



NEW PLAYERS

YOU CAN CREATE UP TO 40 CUSTOM PLAYERS.



SUIKODEN

THE PLAYSTATION HAS ALWAYS LACKED GAMES WITH A DECENT CHALLENGE, BUT NOW, THANKFULLY, GAMES ARE EMERGING WHICH NOT ONLY LOOK FANTASTIC, BUT ALSO OFFER IN-DEPTH GAMEPLAY. ENTER *SUIKODEN*...

RPGs have never

really been the most intriguing games for me. Gamers have

often glanced at these peculiar little adventures, with their health points and their experience charts, and thought they looked like anorak magnets. Quite understandably, it looked as though there was no reason to forsake cherished *Tekken 2* time for something with funny graphics and loads of numbers. But *Suikoden*, the second of Konami's offerings to receive judgement from PLAY this month, turned out to be a pleasant surprise.

Your role in this colourful adventure is as the son of respected soldier Teo McDohl, using any name you care to enter. Teo lives in a state of luxury, with his resident helpers Gremio, Cleo and Pahn keeping his pillows fluffed and his ego inflated, and he also lives with his "best friend," Ted. I'm saying nothing.

Your honourable old dad has to set off in a northerly direction to protect his empire, and the day before he leaves he takes you to meet Emperor Barbosa who has some business in mind for you while General McDohl is away. You are assigned to duties for Commander Kraze, a rather



[AHHH] This colorful group of men at Suikoden's beginning is a good example of the game's style. The character you want to attack with whom and they will automatically use their best weapon.

disagreeable fellow who sends you out to do various errands for him. Performing these simple tasks is where you learn how the game works at its most basic level, and you make first contact with characters who will later become the major players in the story.

Suikoden is largely seen in its flat 2-D view, which is fine for exploring towns, meeting and talking to people, and using the different shops. And in the best traditions of video games being better than real-life, striking up a conversation needn't be a sweaty palmed spill-your-drink singles bar affair. Just stroll up to someone and press X. Up pops a little

static picture of whoever you are speaking to, attached to the dialogue box at the bottom of the screen, and you can advance their verbal iterations at your own pace by pressing X a further time for each box full of speech.

Walking past the boundaries of whatever location you are in causes the game to flick to its most distant view so you can see far greater around you. Surprisingly, although this viewpoint is really just there to make travelling to the next important part easier, our hero and his mob are often goaded into a fight here on the empty countryside! Thankfully, it usually turns out to be something soft like a Bonbon or Soldier Ant who thinks they'll have a go.

POINTY HAT

Unfortunately, there is an abundance of text to get through, and there are times in the game when there's too much of the stuff even for faithful role-playing nuts. This is especially noticeable if you find a save point, then go on to take part in some huge scene with six or more people



Publisher: Konami
Customer support: 01895 853000
Price: £44.99
Release date: January '97



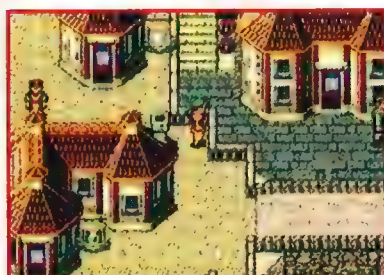
ONE PLAYER



MEMORY CARD



EN



"You inevitably get in a fight with a pair of wild boars..."

having a conversation. Yes, it's important the first time as it updates you on the plot, but then you inevitably get in a fight further down the road with a pair of wild boars or something equally bizarre, and die. You guessed it: load up the saved game and endure the epic dialogue scene again.

There is only the ability to speed the text up by holding X, but in these cases it ain't good enough. The programmers could easily sort this out with minimal hassle, so why haven't they? The other problem with the talking scenes is the lack of interaction which the player has.

MAKE MONEY FAST!

IF YOU'RE GETTING SHORT ON CASH DURING YOUR CRUSADE, OR LIKE ME YOU'RE JUST PLAIN GREEDY, IT PAYS TO FOLLOW THESE STEPS.

ONE

DIRECTLY EAST OF GREGMINSTER, THE TOWN YOU START IN, IS A TINY VILLAGE CALLED ROCKLAND. WHEN YOU GET THERE, YOU WILL FIND THIS WOMAN SHUFFLING ABOUT.

TWO

DON'T BE SHY. TALK TO HER AND SHE'LL SAY "HEY THERE, FELLA. HOW ABOUT A CONTEST?" NEXT THING YOU KNOW, YOU'RE STARING AT A TABLE WITH THREE CUPS ON IT.

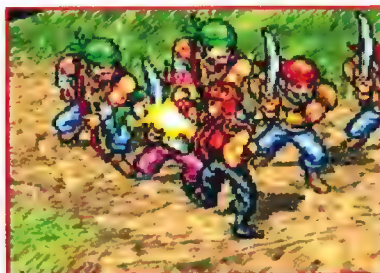
THREE

"HOW MUCH DO YOU WANT TO BET?" SHE ASKS, AND A MENU POPS UP WITH THE CHOICE OF EITHER 100 BITS, 1,000 BITS, OR 10,000 BITS. CHOOSE 100 BITS TO START OFF, AND THEN JUST WATCH THE CUP WITH THE COIN UNDER IT AS ALL THREE ARE MOVED AROUND. WHEN THEY STOP MOVING YOU CHOOSE THE CUP WHICH YOU THINK HAS THE COIN UNDERNEATH.

FOUR

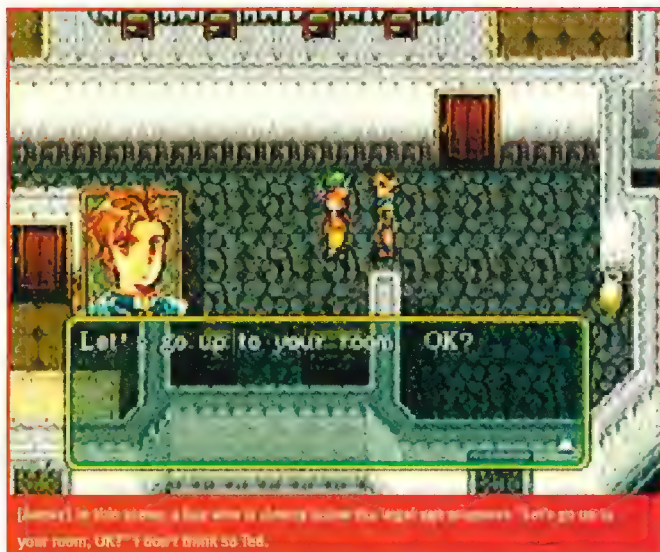
AND THEN YOU GET PAID! THE MORE MONEY YOU BET, THE FASTER THE CUPS ARE MOVED. BETTING 100 BITS YOU WILL NEVER LOOSE AS IT'S SO SLOW, AND ONLY THE SLEEPYEST GAMER COULD LOSE ON 1,000 BITS. NEVER CHOOSE 10,000 BITS, IT'S WAY TOO FAST.

THIS PROCESS CAN BE REPEATED FOR AS LONG AS YOU LIKE, GIVING YOU STACKS OF CASH FOR ALL THOSE QUIANT LITTLE STORES DOTTED AROUND THE PLACE!



[Always] There are lots in need of the more serious (and the best) Money Fight, which you can pay a small fee to rent for the night, or just save your game at the front desk.

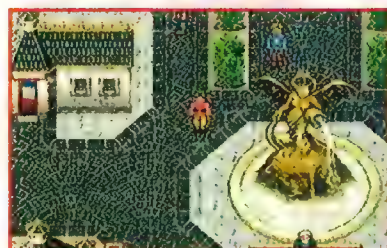
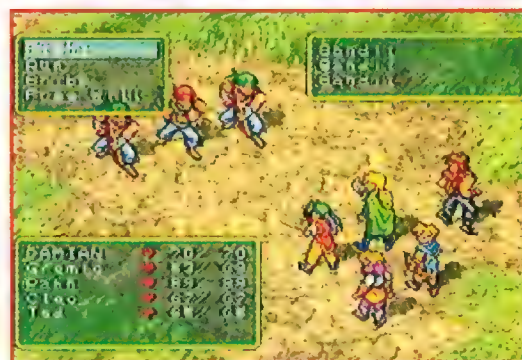
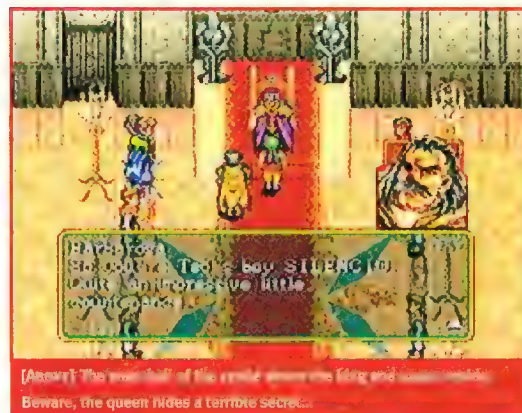
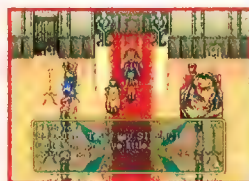




shows up who wants a fight, the regular 2-D view twists and warps away, as a new isometric viewpoint fills the screen. From here, a simple menu appears, with the initial options Fight, Run, Bribe and Free Will. Choosing Fight makes it possible to choreograph what each active character in your party will do in the current combat situation; whether to attack a particular enemy, defend himself, or use a previously collected item from his inventory.

In some cases two characters' attacks can be "united," where they perform a special move together on the chosen target. It is here that a lot of fun can be had in the planning and strategy of the battle, because you are usually facing more than one enemy in any given fight. Crucial decisions need to be made, for example if one of the party's members is ailing, do you sacrifice another member's chance to attack so they can heal the sick one?

The next option in the menu, Run, is a bit self explanatory, but is too random to depend upon. Selecting this uses up your turn in the confrontation, and if you don't



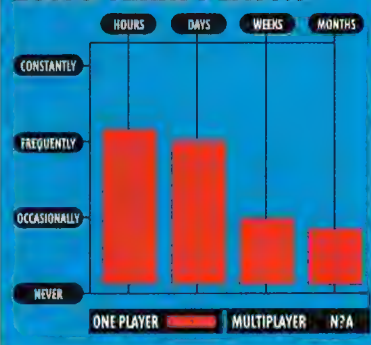
get away, the enemies all get a chance to beat the lot of you to within an inch of your fictional lives. The Bribe option is rather obvious too, causing the cowardly party of "heroes" to attempt to cut a deal with their big, mean assailants and therefore avoid all that scary masculine fighting stuff. It's inclusion in the main combat menu is a little perplexing however, as it works so rarely as to make it pointless.

Lastly, Free Will empowers the characters with a mind of their own, leaving them to decide what they want to do in the situation. This is most handy for encounters with minor enemies, who don't represent a real threat, leaving you to worry about where that next village is that you are supposed to be leading the group to, instead of going through seven different options just to hit a rabbit with a stick.

Once you really get into the game you will see our hero using the runes much more extensively for various magical effects, which can get pretty complex on its own, and he even takes control of a castle from which it is possible to better plan the next task at hand. From here, up to six particular team members can be selected from the many recruits to suit the current mission. This essentially becomes the headquarters for the adventure.

If you are interested in buying Suikoden, you can rest assured that a massive adventure awaits you which gets better and more enthralling as it goes on. The RPG game-action game barrier remains however, as this is still not exciting enough to recommend to the explosions and blood crowd.

LONG TERM PLAY...



PLAY

LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
SAND	●●●●●○

PLAYED 80%

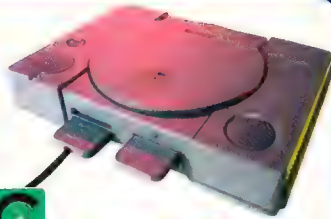
Return to innocence

ALTERNATIVELY:

FINAL FANTASY VII (JAPANESE IMPORT)
ARC THE LAD II (JAPANESE IMPORT)

CD DIRECT

PSX



FAST FRIENDLY SERVICE - ESTABLISHED 1993

FREEPHONE - 0800 317 864

A-Train £38.95
 Actua Golf £39.95
 Actua Soccer £39.95
 Adidas Power Soccer £39.95
 All Terrain Racing £39.95
 Andretti Racing £39.95
 Blam Machinehead £38.95
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BEDLAM

BEDLAM BY NAME, BEDLAM BY NATURE. HAS THERE EVER BEEN A GAME SO VIOLENT? ER YES, BUT SYNDICATE WARS ISN'T OUT YET.

Although the droids are more reminiscent of *Silent*

Running's waddling stars than *Syndicate's* trench-coated assassins, there's no disguising the heritage of *Mirage's* tactical shoot-'em-up. The isometric perspective landscape, team control and massive firepower are all very familiar. So is it worth visiting *Bedlam* with *Syndicate Wars* mere months away?

Bedlam is set in a sprawling city composed of five distinct zones: Airport, Industrial, Dockland, Urban and City Centre. Although the order in which you enter the zones is pre-set, the missions set within each zone can be attempted however you want. But first, there's a training mission complete with text annotations for the forcefields, platform switches and power-ups which distinguish gameplay. A neat touch, although you wouldn't want to replay it too many times – so make sure you make use of the memory card save.

Bedlam missions are comprised of a principal objective, secondary objectives and an extraction point from where an allied

spaceship will pick you up. Initially, you'll control just a single droid but later missions offer the chance to control a squad of three. Besides combating an endless onslaught of Bio-Mechs (walking, flying and fixed emplacement), you must learn how to navigate each zone. The levels are riddled with walkways and tunnels which, when further complicated by huge buildings obscuring your view, make exploration a nightmare. Moving between levels relies upon spiraling walkways and moving platforms, the latter often controlled by tiny, hard to locate switches. There are also numerous indestructible forcefields, with power sources frequently located well away from them.

PC TO PSX

Lead development for *Bedlam* was clearly PC, with graphics optimised for a 640x480 SVGA display and a 256 colour palette

running at 18 frames per second. *Mirage* has halved the resolution but provided little recompense. The fantastic, intricate detail of the landscapes is still there, but lacks the sheen and precision which distinguished the PC game.

The PlayStation's superior colour palette is left untouched, nor are its elaborate lighting effects exploited, with crude, square-shaped pools of light following bullets and explosions. Scrolling is fast and effective, but clearly stepped and far from silky.

The game does earn Brownie points for a PlayStation mouse option. *Bedlam* automatically detects which control device is plugged in and adjusts appropriately. The joystick control is of course a nightmare. Although there are a few clever touches – such as a reverse-fire option exploiting the

PLAY INFORMATION

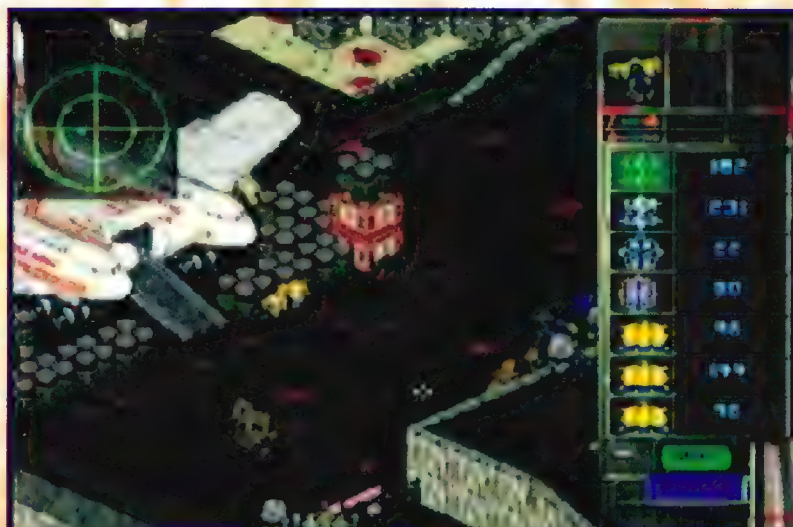
Publisher: GTI
Customer support: 0171 258 3791
Price: £44.99
Release date: Out now



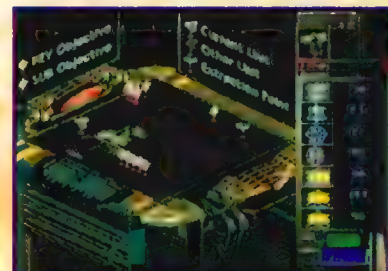
ONE PLAYER MOUSE



MEMORY CARD



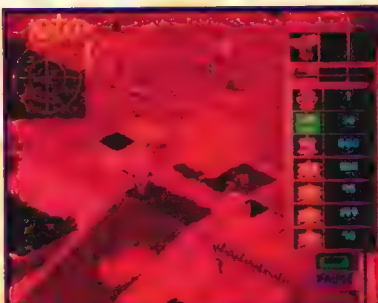
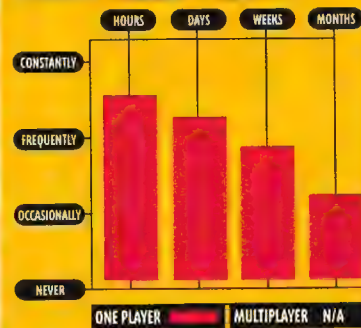
[Above] Although the control bar has been somewhat reworked for PlayStation, the tiny energy bar gauge is ridiculous. The graphics are certainly not as sharp as the PC version and this is a great shame because if there's one thing the PlayStation can do right, it's produce great graphics.



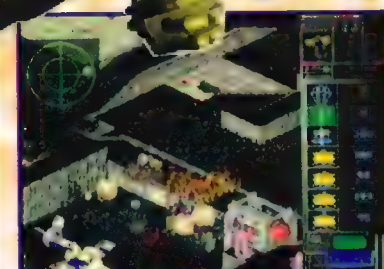
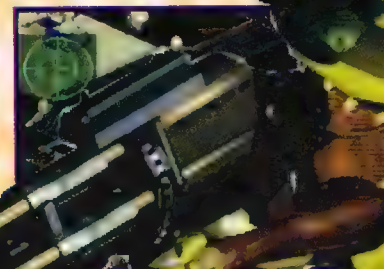
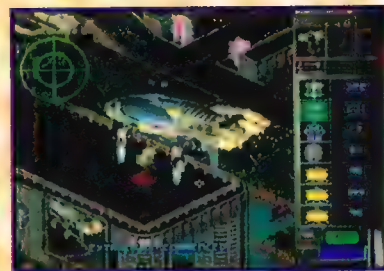
[Above] The in-game map loads instantaneously, but doesn't provide much information on navigating the maze-like levels.

"Bedlam offers plenty in terms of city-block leveling whizzbang explosions!"

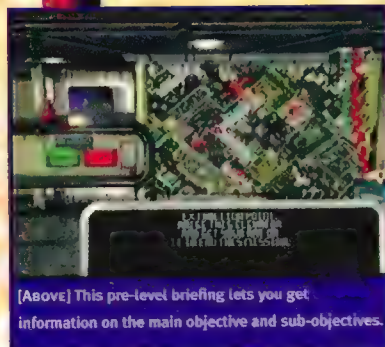
LONG TERM PLAY...



Seeing red brings you invulnerability and a surfeit of weaponry, a brief but useful power-up mode.



[Above] Death, destruction, large bowls of porridge, Bedlam has it all.



[Above] This pre-level briefing lets you get information on the main objective and sub-objectives.



[Above] Like *Sim City*, buildings are reduced to convenient share-shaped boxes of fire when hit.

cruciform fire-button layout – the overall feel is clumsy and frustrating. This is emphasised by the 'Pause' option, whenever you use this, the game can only be unpaused by clicking on the 'Resume Game' text. A minor irritation but one which underlines the joypad's weakness. If you want to get the most out of the game, you

need a mouse, which adds a far from insubstantial £25 extra to the price tag. Is any game worth £70?

If you're a *Syndicate* fan, *Bedlam* is simpler and smaller, but you still get plenty of death-dealing which makes it fun for a while. Our opinion, wait for *SW* and then decide.

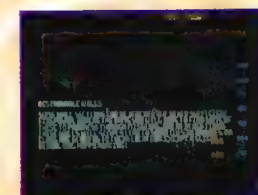


OUT OF SPACE

AS YOU MIGHT EXPECT FROM MIRAGE, REVOLTING ROBOTS ARE ONCE AGAIN ON THE RISE. BIO-MECHANICAL CREATURES [BIO-MECHS] WERE CREATED BY MANKIND AS SERVANTS, BUT IN TIME THEY REBELLED AND BEGAN EVOLVING EVER MORE LETHAL VARIANTS. A VAST SLAUGHTER REDUCED HUMANITY TO A HANDFUL OF ISOLATED GROUPS ON EARTH, AND THOSE LUCKY FEW BORN ON VAST ORBITAL PLATFORMS. KNOWN AS SPACERS, THEY HAVE LITTLE AFFECTION FOR THOSE



LEFT ON EARTH, BUT THE LURE OF SALVAGE RIGHTS HAS DRAWN THEM INTO A WAR OF RECONQUEST. A SINGLE ORBITAL PLATFORM, NEO9, HAS BEEN RE-ENGINEERED INTO A COMMAND CENTRE FOR THE NEW FORCE, KNOWN AS SAY NET. AS THE WAR BEGINS, JUST 12 ROBOT WARRIORS ARE AVAILABLE FOR MANKIND'S INVASION OF PLANET EARTH...



PLAY

LOOKS
 SOUNDS
 GAMEPLAY
 VALUE
 TONS OF TNT

PLAYED 78%

Made by robots for robots

ALTERNATIVELY:
 SYNDICATE WARS (Out March '97)
 FINAL DOOM (85%)

POWERMOVE

YOU'VE SEEN WRESTLING ON THE TV, RIGHT? SO YOU WOULD KNOW THAT THE FURTHER YOU KEEP FROM THIS MOST IDIOTIC OF SPORTS, THE BETTER.

PRO WRESTLING

Powermove Pro

Wrestling captures the idea of real wrestling with phenomenal

accuracy: a slow, pointless, artificial brawl that shares its audience with only *Blind Date* and *Pets Win Prizes*. Remember how you would see the same few moves over and over, to the point of wondering why the hell it was televised? They're all here too. Vomit-inducing outfits whose colour alone could knock a blind man off the pavement? Yes. The conversion is truly flawless.

and decidedly amateur front-end, none of them are going to entice you to investigate further. It feels like a chore attempting to squeeze some amusement from PPW, with no detectable hooks to steal your attention from the several more worthy titles it is competing with.

SPLEEN POP

The in-game graphics are perfectly adequate, the smooth looking characters are animated very well in that they don't jerk or glitch, but they are a long way from being realistic in the false way they plod around slowly to perform the next move. Just because *Tomb Raider* triumphed without motion-captured characters, it doesn't mean everyone can.

The alternative approach which PPW takes, that of learning big moves over button speed to win is appreciated, but it has unwittingly invented itself as a cold and stultic game which is so stale it plays more like a driving test than an action packed video game.



"A slow, pointless, artificial brawl that shares its audience with *Pets Win Prizes*!"

LONG TERM PLAY...



PLAY+

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
PANTS	●●●●●●●●●●

PLAYED 51%

Counted out...

ALTERNATIVELY:

WWF WRESTLEMANIA (74%)
WWF IN THE HOUSE (NR)

PLAY+ INFORMATION

Publisher: Activision
Customer support: 0800 762 9400
Price: \$44.99
Release date: Out now



ONE PLAYER



MULTIPLE PLAYERS



MEMORY CARD

MONGOLIAN CHOP

PPW features a couple of good touches which might warrant inclusion in a proper fighting game of some kind, in particular the way "hit points" are handled and the use of player fatigue to establish how you can best assault your opponent. The hit points system works by registering where each wrestler is damaged from the submission holds performed on him. So, if you keep tugging away at one of these thug's arms, he will get progressively worse at using them because they are tired out. Little innovations like this are wasted on such a depressingly shallow game.

It doesn't matter which of the 12 wrestlers you choose from the detestable



(Above) Envious of Chaingang's attractive orange flares, the spandex-clad Egyptian wrenches him sideways by his crotch and down onto the mat.



(Above) One of the four moves you're likely to see is the headlock, as demonstrated by Orange and Lance.



(Above) The sedated scuffle can often continue outside the ring, but only for 20 seconds.

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SMASH COURT

It's OFFICIAL: TENNIS HAS NOT BEEN FUN ON THE HOME CONSOLES SINCE THE 16-BIT DAYS. MAYBE WHAT'S NEEDED IS SOME RETRO-STYLE THINKING?

Tennis games

on the PlayStation have never been real gameplay-fests. More like developers competing to get the most realistic player movement. 3-D graphics and changing viewpoints are redundant if the game isn't fun, and those clever guys at Namco seem to have smugly known this all along.

The best thing about *Smash Court Tennis* is the instant accessibility. Take a quick look at what the four face buttons on the joystick do and off you go. Slick, colourful presentation hits you like a big custard pie. Everything required for simple plug and play is immediately obvious, and within a minute you're on the court holding a ball and a racket.

HIT HIS NADGERS

As players of the previous version of this (the successful *Smash Tennis* on the Super NES) will be aware, the controls in this game are beautifully simple, but as with all the best games, the easy-to-

remember design doesn't mean it's a pushover. You will in fact be driven to the ragged edges of sanity while attempting to beat those enraging computer-controlled players. During a particularly passionate battle of this type playing doubles I witnessed our editor use some colourful language and expletives I had never heard before, not to mention various vocal sounds that the BBFC itself has removed from public performance.

Aside from moving the player in the normal way using the D-pad, you have four types of shot available: weak, hard, super and lob. Length of the shot is determined by holding Up for a long shot and Down for a short one (assuming you are at the bottom), and left/right are used to hit the ball in those respective directions. That's it. You will learn the more intricate nuances of the game as you play.

It is Exhibition Mode that provides the no hassle, quick start games, where you choose singles or doubles, pick a



[Above] This court is set inside a German medieval castle, playing on a huge red carpet. Try to hit the King!

character from the whopping 24 included, all with their own look and playing differences, then choose a court from five fantasy and five Namco courts. Decide on a one, three, or five set match and you're off.

CARLOS IS STUPID

When you get bored of endless single matches, longevity and variety can be found in the Tennis Club Mode. Here everything gets far more elaborate, but not so much as to be confusing. Taking any existing character as a template, you create your own little tennis maestro and your own court. Before each match you



Publisher: Sony
Customer support: 0171 437 4972
Price: £44.99
Release date: Out now



ONE PLAYER



TWO PLAYER



FOUR PLAYER



MULTI-TAP



MEMORY CARD



TENNIS



[Above] Those crazy Thais use a lovely piece of orange sheeting as a net.

choose a sponsor, and each of these offers one of about four prizes for whoever wins the game.

The prizes, instead of just being useless cups and trophies, are a wide-ranging series of add-ons for court decoration. They can be anything you might expect, from a simple net, to cute little tables and chairs, trees, and some rather less expected items that I'll leave for you to discover. The fight for the perfectly kitted court is a driving one, and it is even possible to bet these items against other human players on the outcome of a match. Feel that pressure!

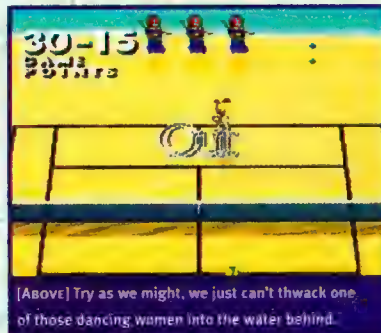
With three separate leagues plus a



[Above] Whilst choosing your court, little animated bouncing ball at the bottom right shows how the surface on a court will affect the ball.



[Above] This is the French Namco court. Stay away from it. There should be monster trucks in here, not tiny people trying to play tennis.



[Above] Try as we might, we just can't thwack one of those dancing women into the water behind.

final challenge (played against the four top players in the world), Tennis Club Mode is going to give you an enjoyable, humorously frustrating challenge for some time. But then, how can that matter? How could you ever tire of simultaneous four player mode with the multi-tap? Or at least two player doubles if you haven't picked up one of the admittedly overpriced multi-taps.

Smash Court Tennis is made up with some fairly basic graphics, but they couldn't be called bad or rough. "Tastefully reserved" is a better description, after all, we know what Namco are capable of, it's just that they have concentrated on playability in this case. A mention must also go to the glorious elevator music present throughout, strongly reminiscent of restaurants and hotel lobbies around the world.

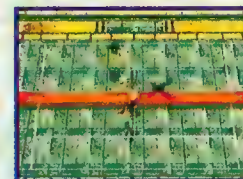
After playing the game for some time, the only valid criticisms would be that the main characters could have been a bit sharper when you consider the power of the PlayStation, and at times it seems too slow compared to the violent turbulence we are becoming used to these days.



[Above] Playing on the sand really affects the bounce of the ball, meaning you have to re-adjust your techniques to get used to it.

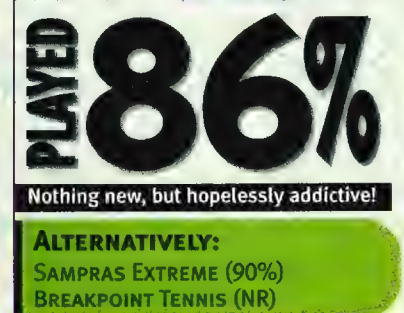


[Above] That little crumpled figure at the top is an unfortunate player who has been hit in the privates by a stray ball. With the right hit you can knock them for several feet. Being hit in the head produces instant concussion too.



[Above] Doubles on the lovely Australian Namco court. All in all, a beautiful thing.

"The graphics can be described as tastefully reserved..."



STAR GLA

Playing *Star Gladiator*

for half an hour, my initial

thought was "what a pile of hyped-up junk." I just didn't get to the odd-ball characters and fumbly moves and the fact that my girlfriend was knocking my ass about the room like a mis-shaped squash ball didn't fare too well on the proceedings either. Just when I was on the verge of removing the disc and using it as a novelty ash-tray I saw the light.

BLINDED BY THE PLASMA

Star Gladiator is one of those tricky fighting games that initially seems very sluggish and tough to get a decent pattern going, that is until you know what buttons to press to start the ball rolling. So one quick Net-search for an FAQ later and I was cracking skulls like a good 'un. Prolonged play is the only way to get real satisfaction in this



Only one character looks out of place in *Star Gladiator* and that is because... just what a post-apocalyptic disaster is going to be the future is anyone's guess.



One swift somersault kick to the chest should be the primary blow out for the count.



Capcom capitalise on flashy light effects for added impact - check out this vicious sword swipe.

PLAY+ INFORMATION

Publisher: VIE/Capcom
Customer support: 0171 368 2255
Price: £44.99
Release date: Out now!



ONE PLAYER



MULTIPLE PLAYERS



MEMORY CARD

IN THE **2-D ARENA**, CAPCOM HAD THINGS PRETTY MUCH **SEWN-UP** WITH THEIR HIGHLY SUCCESSFUL *STREET FIGHTER* SERIES, BUT **CAN** THEY CUT IT IN THE **3-D WORLD** WHERE THE COMPETITION IS **THICK** AND THE STAKES **HIGHER**?

combat zone. Although you can start by hammering the buttons and seemingly get results, this trick won't you get you far and so more drastic and thoughtful measures are called for... and these are known as Plasma Combos. By hitting certain buttons that apply to your chosen character's fighting style, you'll string together strength-sapping combos that ultimately conclude with a blinding Plasma Finish - cue plenty of fancy lighting effects and cries of dismemberment from your poor defeated opponent. Yes, it takes perseverance, but battle at it for long enough and you'll soon be championing Capcom as the beat-'em-up kings once more. Praise be!

Where this game really shines is in its appearance. Merely glancing at the screenshots in front of you won't even paint a preliminary sketch of what this game really looks like when it's in action. The backgrounds and animation are simply out of this world.

Star Gladiator keeps you guessing as well, you think that you've seen it all and then something else is pulled out of the hat to draw you even closer to the screen, hell, it's a wonder this reviewer didn't burn his

blinkin' eyes out with the amount of time he spent glued, glazed of marbles, to the screen. One example of the graphical wizardry is when you execute Gore's dimension-altering move and see him transformed from a snivelly geek to Godzilla-sized proportions before your very eyes. Look ma, no slow-down. Cool or what?

MORE THAN MEETS THE EYE

Of course, Capcom couldn't possibly release a beat-'em-up into the market place without first hiding plenty of secret bits away for the professionals to find, and following tradition, *Star Gladiator* boasts three hidden characters. It is also packed with additional features such as the rather splendid Training mode (to get you charged up into a combo-crushing frenzy) and Group Battle (old hat these days but a good laugh if you're feeling hard). All these bits combine to make *Star Gladiator* a serious contender for *Tekken 2*'s crown. A decent enough scrap but with *Tobal No.1* on the way and *Tekken 2* and *Street Fighter Alpha 2* already here, you need to be pretty tough to get into this gang.



Hide & Seek

CAPCOM JUST COULDN'T RESIST PUTTING A FEW HIDDEN BITS AND PIECES INTO *STAR GLADIATOR*. IT'S JUST AS WELL THEY DID THOUGH BECAUSE WHERE WOULD THE FUN BE OTHERWISE?



DARK FIGHTING

KICK-ASS IN THE PITCH-BLACK, IT'S A LOT EASIER THAN IT LOOKS THOUGH.



INVISIBLE WALLS

NO MORE RING OUTS. SIMPLY COMPLETE THE GAME AND AN INVISIBLE BARRIER APPEARS.



BILSTEIN

PLAY AS THE BIG BOSS, COMPLETE WITH HIS DEVASTATING PLASMA FINISH.



KAPPAN

PLAY AS THE ODD-BALL CUCUMBER BLOKE AND WIELD HIS HEFTY STAFF.



BLOOD

BIG BAD BLOOD IS QUICK ON HIS TOES, HOW YOU PLAY AS HIM, NOBODY KNOWS!

A screenshot from the video game 'Metal Gear Solid: The Twin Snakes'. The scene depicts two characters on a sandy beach. On the left, Snake is in a crouched, ready position, wearing his signature blue and white camouflage suit and a red bandana. On the right, a large, white, gorilla-like creature is also in a crouched position. The background shows a hazy, tropical beach environment. The game's heads-up display (HUD) is visible at the top of the screen, featuring a timer in the center showing '42', a health bar on the left, and the word 'Hearts' on the right.



By extracting a 3000-lyrical, 1000-verse, you can transform easily there into a great, very elegant, interesting, and/or. You have to admit it's one of the most impressive looking characters of any beat-'em-up.

“Plenty of fancy lighting effects and cries of dismemberment!”



Geralt succumbs to an unfortunate disease of the hands at the end of the first book. *It's not the end, it isn't the final boss for nothing.*

GAMMA
GENE SANBORN
INTERVIEW WITH A
PHYSICIAN



GENEALOGY —
A SHAWNEE
SEWARD WITH A
P. LAMAR SARGENT



Game -
THE DISCOVERY
ADVENTURE
PLASMA SPACE



**HASAN: The
RELATIVIST
NORMAL THE WAY
A PERSON SHOULD**



**June - New York
Comic Book
With a Masala
Circle**



Removal—An effort
of the Grand Inquisitor
Walter R. White
Club



SATURDAY - CLASS
HEARD WITH A
CHERRY BOMB ARE
A TO-YOU, NEWCASTLE!



**VICTIM - DUSTY
WILLIAMS WITH
A GUN AND BATH-
CHAIRING**



ZELENSKY - THE FRODO BAGGINS PART 2
GOES HOME WITH
A FILMSTAR CLAM













James Jones, the author of *Death on the Nile*, is an American author and a former journalist. Jones has written several books, including *Death on the Nile*, *Death on the Nile*, and *Death on the Nile*.

A stacked bar chart titled 'Frequency of play by time unit'. The vertical axis (y-axis) represents frequency with four categories: 'CONSTANTLY', 'FREQUENTLY', 'OCCASIONALLY', and 'NEVER'. The horizontal axis (x-axis) represents time units: 'HOURS', 'DAYS', 'WEEKS', and 'MONTHS'. Each bar is composed of two segments: a red segment at the bottom representing 'ONE PLAYER' and a yellow segment at the top representing 'MULTIPLAYER'. The total height of the bars decreases from left to right, indicating that play frequency decreases as the time unit increases. The 'MULTIPLAYER' segment is consistently smaller than the 'ONE PLAYER' segment across all time units.

Time Unit	One Player (Red)	Multiplayer (Yellow)
HOURS	High	Low
DAYS	Medium-High	Medium-Low
WEEKS	Medium	Low
MONTHS	Low	Very Low

PLAY+

LOOKS		
SOUNDS		
GAMEPLAY		
VALUE		
ULRIKAS		

PLAYED 88%

A game of star value!

ALTERNATIVELY:

TERKEN 2 (95%)
TOBAL No.1 *import* (94%)

COOLBOARDERS

NO QUESTION, SEEKING GLORY BY JUMPING ON A PLANK IN SUB-ZERO TEMPERATURES IS AN ODD BUSINESS. THIS COULD BE THE FIRST OF MANY PSX GAMES THOUGH...

At this time

of year when our thoughts turn to various winter-related pursuits, UEP Systems has fixed it so that we can enjoy what is arguably the best of these from the comforts of our homes. Trade the

inevitable numb toes, mild hypothermia and bruised limbs for a bean-bag, a PlayStation and some hot chocolate.

In *CoolBoarders* you take your character, male or female, hurtling down a picturesque mountain on one of the many sleek snowboards included in the game. The aim is to top the tables in Trick points, Total points, or Speed points. There are specific boards recommended for attempts to beat each category, but experimentation shows that it sometimes pays to deviate a little and use your own judgement here. For example, the proposed boards for the Speed record are the Alpine boards, but they handle so badly that their higher speed is irrelevant – you'll never get to that top speed for more than a few seconds before repeatedly battering the sides and shooting off the side of the mountain!

Going for trick points is where the real fun is. On each course there are

designated gates, pinpointed by the blue banners or flags, where you have the opportunity to reach into your repertoire of aerial gymnastics and be presented with a score based on the difficulty of the move and how cleanly it was executed.

There are a serious amount of stunts which can be learnt, and it is a uniquely rewarding feeling when you pull off your first "misty." Generally when people first



(Above) Racing against the ghost of your last attempt is a good way to gauge your performance this time around. The pink jacket is NOT mandatory.



(Above) This is the most fiddly section of the advanced course, relying heavily on the cool sharp-turn button feature. Not very nice graphically is it?

"Reach Into your repertoire of aerial gymnastics..."



(Above) Me. Doing an incredibly complicated stunt. Thankyou, thankyou.

PLAY INFORMATION

Publisher: Sony
Customer Support: 0171 287 7803
Price: £44.99
Release Date: Out now



ONE PLAYER



MEMORY CARD

COOL BOARDERS

ON THE PISTE

AS THESE SPORTY TYPES ARE OBSESSED WITH THEIR APPEARANCE, NOT ONLY CAN YOU CHOOSE FROM FOUR DIFFERENT COLOURS FOR YOUR BOARD, YOU CAN PICK FROM FOUR COMPLETE OUTFITS FOR EACH CHARACTER TO WEAR. THERE SEEMS LITTLE POINT HOWEVER, WHEN YOU REALISE JUST HOW SKUNKY THE TEXTURE MAPPING LOOKS ON YOUR CHOSEN COOL BOARDER...



play the game they are more timid, and perhaps just attempt a simple 180° turn or quick tail grab. But as you become used to the controls and your confidence grows you can attempt the higher risk, high-scoring moves. The design of the game allows for intuitive improvisation on the gamer's part, so that moves can be combined in a logical way to produce some breath-taking acrobatics.

ICE, ICE BABY

It is nice to see that, for once, certain things in this PAL release have been

improved over the original Japanese NTSC game, especially because PAL conversions usually suffer in some way. I was relieved to find that the music had been given a huge rethink, with tunes on offer you might actually want to have there, instead of the unlistenable pseudo-surf guitar trash. So, no need to turn the music off anymore, but it remains advisable for mental health reasons that you switch off the annoying announcer bloke – forever! Don't ask any questions, just do it. As far as I can tell, three of the boards have been changed as well, and

they look well funky.

CoolBoarders' most obvious problem is its rather poor character graphics, which are unnecessarily messy and detract from the otherwise arcade style appearance of the game. It seems odd that UEP Systems has gone to all the bother of including male and female characters for you to choose, each with four different outfits to suit any taste, but never fixed the low detail and prominent glitching. Saying that, it may well be that this lack of polygons is what keeps the game moving at its healthy frame rate.

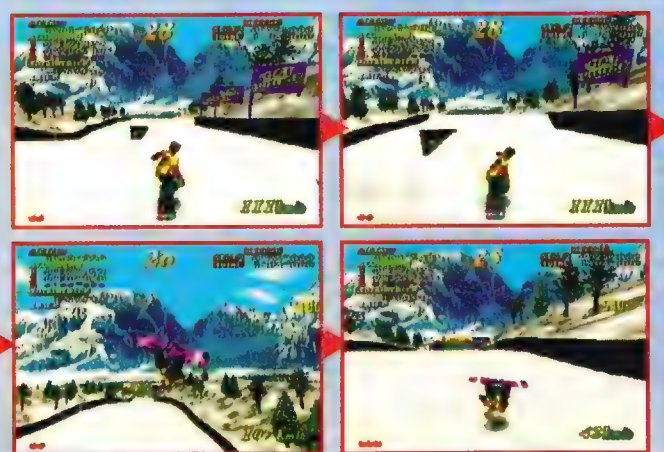


APRES SKI

INITIALLY THERE ARE THREE COURSES TO PLAY. BEATING ALL THREE SCORE CATEGORIES ON ANY COURSE EARN YOU A NEW BOARD TO TRY OUT. TOP THE TABLES IN ALL THREE COURSES (NOVICE, ADVANCED AND EXPERT) AND YOU HAVE YOURSELF THE BONUS TRACK. THERE IS NO DANGER OF DOING ALL THIS TOO EARLY THOUGH, THE EXPERT TRACK TAKES SOME BEATING, BELIEVE ME.



LONG TERM PLAY...



LOOKS	●●●●●○○○
SOUNDS	●●●●●○○○
GAMEPLAY	●●●●●○○○
VALUE	●●●●●○○○
FROSTBITE	●●●●●○○○

PLAYED **82%**

Awaiting the thaw

ALTERNATIVELY:
2XTREME (JANUARY '97)
SHREDFEST (1ST QUARTER '97)

The latest PlayStation titles are in Woolworths.
(Ready, steady, obliterate.)



£49.99 Out 1997



£49.99



£44.99



£44.99



£44.99



£44.99



£49.99



£44.99

WOOLWORTHS

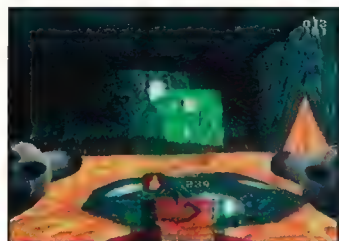


All items subject to availability

STATION MASTER

CHEATS • TIPS • LETTERS

YOU CAN'T HAVE A REVIEW MAGAZINE WITHOUT A HEALTHY DOSE OF TIPS AND CHEATS TO HELP YOU ENJOY THE GAME WE RECOMMEND EVEN MORE. THIS MONTH WE'VE AN EXCELLENT LEVEL SELECT CHEAT FOR *TOMB RAIDER* (WHICH YOU'VE ALL BEEN CRYING OUT FOR), PLUS HER TWO SPECIAL MOVES, AND A REMARKABLE 'PIGGY' CHEAT FOR *WIPEOUT 2097*. ENJOY.



BLAM! MACHINEHEAD

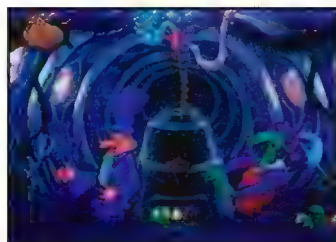
Passwords

Level 2 (1.2) - SQDZF05TJJ
Level 3 (1.3) - HYM7GODECM
Level 4 (1.4) - WFIHOPOJC
Level 5 (2.1) - I54FHOD5BF
Level 6 (2.2) - E94FHOLLKJ
Level 7 (2.3) - MHLFHODTCM
Level 8 (2.4) - ALLFHOXGPU
Level 9 (2.5) - BDNJHOLLPU
Level 10 (3.1) - 8JGIHO9B4V
Level 11 (3.2) - E9GGHOJIQH
Level 12 (3.3) - 9FoJGOLZJD
Level 13 (3.4) - SKAGHO9P40
Level 14 (4.1) - JJoBNN9FCM
Level 15 (4.2) - EYWJHOP7BF
Level 16 (4.3) - JQNFHOT7BF
Level 17 (4.4) - 7G9DAOOMCE
Game Over - 6H9DAOQJ2F

CASPER

Defeating the Ghosts

Fatso (near kitchen): Feed him hamburgers.
Stinky: Spray perfume on him
Stretch: Use glue.
Fatso (in bathtub): Use camera
General Fatso: Use wind-up key then hammer the tanks.
Farmer Stinky: Use hammer and chisel to carve the stone in Casper's image.
Graveyard Stretch: Use twister morph to lure him into grave-dig site.



BLAZING DRAGONS

Password

Final password: V?U5MK 4N6LUL
OHW5CB.

PROJECT OVERKILL

CODES

During play press pause, then select 'Review Mission.' Then enter the following codes for the desired effect.

Life Refill

Hold ■, press ●, X, ▲, release ■.
Hold ●, press ■, X, ▲, release ▲.

Cloak

Hold ▲, press ■, ●, ●, ■, release ▲.
Hold X, press ▲, ▲, release X.

Speed

Hold Up, press ▲, ▲, ▲, release Up.
Hold Down, press X, ■, ●, release Down.



DIE HARD TRILOGY

DIE HARD 1

Unlimited Ammo

For all these cheats to work, you must pause the game and press the R2 button. Type: Right, Up, Down, Down, ■, Right

When first entered, this gives you a shotgun with infinite shells. Simply re-enter the code to switch to the other weapons, all with unlimited ammo!

50 Grenades

Right, ■, Down, ●
Gives you 50 standard grenades to throw around.

Silly mode

Down, ●, ●, Down, ▲, Down
The baddies now bend over to fire between their legs!

Fat Mode

Right, ■, ■, Down
Puts pounds on Bruce and all the hostages!

Coordinates

Left, ●, Down, ■
Puts coordinates on screen, plus strange wire-frame objects.

Speech Speed

Down, ■, ■, Right
Repeat to alter speed of speech, from ultra-slow to helium high!

Unknown Codes

1. Down, ●, Left, ■, Up, ■, Left
2. ●, ●, ■, ■, Right
Although they seem to work, we're not sure what these two codes do. So if you find out, please let us know!

DIE HARD 2

Maximum Specials

Right, ■, Left, ●, ▲, Down
Gives you 99 grenades and 99 rockets to cause total devastation!





FINAL DOOM

To use these cheats just follow the instructions carefully and you'll soon be getting your own back on the enemies.

All Weapons & Ammo

Pause game, press X, ▲, L1, Up, Down, R2, Left, Left

Invincibility

Pause game, press Down, L2, ■, R1, Right, L1, Left, ●

Level Warp

Pause game, press Right, Left, R2, R1, ▲, L1, ●, X

X-Ray Vision

Pause game, press L1, R2, L2, R1, Right, ▲, X, Right

Map All Objects

Pause game, press ▲, ▲, L2, R2, L2, R2, R1, ●

All Map Lines

Pause game, press ▲, ▲, L2, R2, L2, R2, R1, ■

12: AIICBAJI
13: FDIIAKDC
14: AKACBAJO

CHEAT MODES

Enter each of the following passwords to access secret game modes.

Rock 'n' Roll

Password: TWISTEYE

Hold L1 and L2 and move the D-pad Left or Right to rotate the screen. Press Down to centre it again.

Mutant Mania

Password: THETHING

Hold L2 and press ●, to cycle through odd shapes of your body L2 + X swaps back to normal.

U Can't Touch This

Password: HARDBODY

Makes you invincible.

Gender Switch

Password: BODYSWAP

Press ▲ to swap characters in mid game.

Permanent Weapon

Password: OTTOFIRE

As it says. New weapon changes as it's picked.

Extra Lives

Password: VITAMINS

31 lives are all yours.

Hearts Galore

Password: CORONARY

Loads of extra hearts.

Freedom

Password: BORNFREE

Go to any world you like.

Pinball Mania

Password: TOMMYBOY

Finish a level and you get the option to play this Pinball screen.

Speed Greed

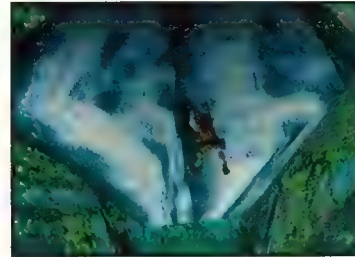
Password: CASHDASH

Bonus screen after level is finished.

TOMB RAIDER

Level Skip

Straight from the horses' mouth is this hot new level select cheat to be accessed on the inventory screen. You will know it works when Lara sighs. Press L2, R2, ▲, L1, L1, ●, R2, L2.

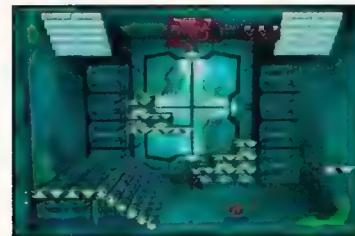


Handstand move

Here are two special new moves. First, when facing a block to climb up, hold down the 'walk' button and then press action and up. Lara will climb up and then do a handstand right at the top before flip backing over to face the same way.

Special diving/roll move

Fancy diving into some water in style, or perhaps rolling along the floor to avoid crashing gates, well do the following. Hold down the 'walk' button and then press ■ and finally Up, keeping them all held down. Lara will now do a fabulous secret move!



BLAST CHAMBER

Infinite Lives

Go to the Main Menu screen and press the following:

■, Left, ■, Right, ●, Down, ●, Up.

Now go into Games option and choose Solo Survivor. You'll have chosen the one-player mode, but your lives will never go down.

PENDEMONIUM

Level Codes

Shroom Boss: FDAIKDA

6: AFACBAIK

7: FFAIAKDI

8: PIIAIBCA

9: AHACBAJC

10: ELIIAKBC

11: AIICFAJG



WIPEOUT 2097

Farmyard animal mode

Switch on the PlayStation with the Wipeout 2097 disk inside and hold down L1, R2, Select and Start and keep them held until the title screen is displayed that says "Start." Then take your finger off Start and press it again to go through to the main options screen with team and craft selection on it. The sprites of the craft have now changed into various farmyard animals. Hooray!



Q&A

A FEW MORE READERS, DESPERATE FOR HELP AND ADVICE GET THE Q&A TREATMENT THIS MONTH. IF YOU'VE ANY PROBLEMS RELATING TO THE WORLD OF THE PLAYSTATION, GAMES, PERIPHERALS OR OTHER PRODUCTS, THEN WRITE IN AT THE FOLLOWING ADDRESS: Q&A, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2IS.

Dear PLAY,

I buy your magazine all the time and it's the best, so could you please please help me. I am stuck on *Tomb Raider* (aren't they all - Ed) on the palace Midas level. I have all three lead bars, but every time I try them in the sockets, Lara says "No." Phillips Waters, Newport

You've forgotten to do one very important thing, Phillip. Take the three bars to the room which has gardens either side and two closed gates. There is a temple structure in here, so leap up and shimmy across to the right of the roof and then climb up. There is a secret room on the other side with the hand of King Midas. Activate each bar on the king's hand and they will turn into gold. Now insert them into the sockets at the end.

Dear PLAY,

I have a few special requests. I am finding *Tekken 2* very hard to play as I don't know any of the special moves for any of the characters, so could you please do one of your 'Solved' guides on the game. I am writing this letter on behalf of 15 people who all want the same answer. I would also be grateful if you could show us all the hidden characters and cheats. Graham Tidey, N Yorkshire

The entire moves list was printed in the Wall of Game in issues 12 and 13, so if you want back issues of those magazines, call (01202) 200200. There are too many moves to reprint them here.

For the hidden characters, you must simply complete the game with all the normal characters and the bosses they reveal. To do this easily, set the round time to 20 seconds and one round. Now hit the enemy and run away!

SOLVED

DIE HARD

Trilogy

THE FINAL PART OF OUR TITANIC SOLUTION INCLUDING THE LAST INSTALLMENT OF CHEATS AND PASSWORDS. FOR A COMPLETE GUIDE, CHECK OUT PLAY'S SISTER MAGAZINE, POWERSTATION ISSUE 5, OUT NOW PRICED £3.95.

DIE HARD: WITH A VENGEANCE - NEW YORK

[LEVEL 5 - CENTRAL PARK 2]

1. The first bomb is close by, on the right-hand side of the road.
2. You need to go cross-country for the second bomb and pick up the time icons. The bomb is in a phone box surrounded by police cars, so barge your way through.
3. The white bomb car goes cross-country, so keep in close pursuit and grab the many time icons.
4. The next static bomb is in a digger by some cop cars. You need to go cross-country to reach it, collecting any time icons.
5. Next comes the black bomb car which is tricky to catch. It goes cross-country a lot and tries to lure you into water and over some cliffs (well, rocks

anyway), so keep a close eye on it for any quick changes of direction.

6. The next static target is in a car just past the cops.
7. The next bomb is in a phone box surrounded by cops, so you need to barge through.
8. The hotdog bomb car is tricky to destroy in time, so you need to collect any time icons seen - even if they're a bit off your route.
9. You need to go cross-country to reach the final bomb in a digger.

[LEVEL 6 - CHINATOWN 2]

1. U-turn at the start and take the first right for loads of time icons, before heading for the first bomb. A bus can be collected from the pound on this level: it's not very fast but can barge through traffic more easily.
2. U-turn and grab the time. Use a turbo to beat the truck convoy before it blocks the road. The bomb is protected by a police roadblock, so drive past this turn and take the next right to go round the back.
3. For the next static bomb, use your turbo. When the truck convoy appears, keep to its right to get past. Collect any time you see.
4. Just follow the slow bomb truck,



keep ramming it and collect the resulting time icons.

5. Follow the trail of time icons to reach the bomb in the stationary black car.
6. For the bomb in the phone box, take the second left turn and take a diversion to collect the trail of time icons when you see them, then heading back for the bomb.
7. The white bomb car is fairly slow. Keep ramming and collecting the time icons.
8. The next bomb is fairly close by, right in the middle of the street.
9. The final bomb is also in the middle of the road, not far away. You can then head for the subway for another race with the truck.

roadblock at the left turning where the bomb is.

2. The next target is a stationary red car on a box junction - so now you know why it's dangerous to park on one!
3. To get to the bomb by the stationary black car, keep collecting the time. Only turn right when you're told to and hit the launch to leap towards the target.
4. The black car goes through the pound before U-turning back up the way it came. You can either ram it as it enters the pound or just drive past, U-turn and wait for it to come back the other way. The other tricky section when in pursuit is when you go under the bridge: be careful not to crash into any pillars or trees. Keep ramming away and collect any time icons.
5. Reaching the next static target is tricky, maybe impossible with the standard car. So go through the trucks

SUBWAY

AFTER THE FIRST AND SIXTH LEVELS, YOU'RE TAKEN DOWN TO THE SUBWAY FOR A RACE WITH A TRUCK. YOU HAVE TO BEAT IT TO THE BOMB AT THE END OF THE TUNNEL. THE BEST TECHNIQUE IS TO WATCH THE MAP VIEW IN THE TOP-RIGHT CORNER. NOT ONLY WILL THIS LET YOU STEER EASILY ROUND THE BENDS, BUT YOU'LL ALSO BE ABLE TO SPOT ON WHICH SIDE THE TRUCK'S TRYING TO OVERTAKE YOU AND THUS BLOCK ITS PATH. IF IT DOES GET ALONGSIDE, RAM IT INTO THE WALL AND GO PAST.



(ABOVE) Run over innocent civilians, smash into other cars without affecting your no-claims bonus - all the fun of Die Hard 3.

[LEVEL 7 - URBAN 2]

1. Avoid the pound at the start - take the next right after it. Use your turbo and break through the police

crossing and head for the pound to grab the six time icons while collecting the red sports car – just watch it fly when you hit the turbo! Collect more time icons en route to the bomb.

6. The next bomb is in a phone box, pretty straightforward with the red car.
7. Again you have two bomb cars to chase, one a police car, taking different routes. Concentrate on following and destroying one, before heading after the other. Time is tight so collect all the time icons along the way, but don't take any diversions.
8. The final bomb is in a phone box on the corner – easy to reach!

[LEVEL 6 – CHINATOWN 2]

1. The first bomb is in a phone box (ranch) then a Time icon is enough, so you need to use a couple of turbos.
2. Use turbos again for the next bomb and collect the time icons. The bomb is on the other side of some launches which make you fly right past it, U-turning and reaching it before it detonates is tricky, so it's better to drive past this turning and take the next right to go round the back.
3. Go left and hit the launch. The bomb is hidden behind a police roadblock: just barge your way through and get it. Now go straight ahead, via a launch, to reach the next bomb.
4. The bomb car is a yellow cab. Just keep following, ramming, and collecting the time. If the clock is about to run out, you may need to use a turbo at the end.
5. For the next bomb, go straight ahead until told to turn right.
6. The slow bomb truck is dead easy to ram and kill.
7. Follow the directions for the next bomb and hit the red 'extra turbo' icon to power down the road in a fireball!

8. For the final bomb, keep grabbing the time and EMS icons. After the launch, do an instant U-turn and go right.

[LEVEL 9 – AQUEDUCT 1]

This short level involves driving down the aqueduct pipe to reach a single bomb before the water comes down. Avoid the static trucks, collect the time icons and use your turbo. Don't drive too far up the pipe sides or you'll lose control.

[LEVEL 10 – WHARF]

1. Just follow the trail of time icons to reach the first bomb.
2. Now turn right and head for each time icon which appears. You need to go left between the buildings (for another time icon) to avoid the water then right. Keep following the points and time icons round some more water and hit the launch at the police roadblock to leap towards the bomb just over the other side.
3. The next bomb takes you back the other way. Collect the three time icons together, before U-turning. Again, follow the trail of time and points around the buildings.
4. The bomb truck emerges from the shed ahead to the left – as long as you drive near enough to it. Keep in close pursuit, ramming when possible, only taking a detour for the time and turbos in the shed.
5. Follow the trail of time icons to the bomb (it's at the bottom of the shed) on the right side.
6. Follow the time icons through the shed. Hit the launches to jump two over water and into the bomb.

[LEVEL 11 – AQUEDUCT 2]

The second aqueduct level is slightly trickier. The main thing to ensure is that you grab the extra life between

the rows of trucks: so even if you fail, you haven't lost anything! Use turbos, collect the time and make sure you hit the launches.

[LEVEL 12 – SIMON GRUBER]

This is the final showdown with Simon Gruber in his chopper – which you have to try and ram using launch icons! Keep in close pursuit, lining him up with the launches to land on top – sometimes you can get two hits in one jump. Don't turbo into a launch or you'll overshoot. Keep grabbing the time icons along the way or you'll run out of time. When the chopper turns left up the railway line (ideally it should be flaming by this point), use a turbo and U-turn around the end of the railway line to get to the bomb icon. If you can't see the bomb icon, it's at the end of the railway line.



[Above] Later levels bring fast cars and more about the action.



[Above] You can't deny, Die Hard Trilogy is an amazing game – buy it now!

LEVEL CODES

LEVEL 5 – CENTRAL PARK 2

K52BP3DFKV78Y
3NGKV7BRCN8KQ
78XS415M6VCC4
K63SG5J0FD2J

LEVEL 6 – CHINATOWN 2

Z4115XRLZ7513
XHKZ7SY9NHRZC
SI271ZBGTD7LR
J17XHKICVWFG

LEVEL 7 – URBAN 2

1811MZHTICYHP
ZRVCYFQKX17
YHN57PC2XX9MH
TZ3T17VPFC4H

LEVEL 8 – DOWNTOWN 2

5422VBKBS4NLL
B9954NJ529H58
NLMKT6KFP6VT1
C48J2198NRN6J

LEVEL 9 – AQUEDUCT 1

S82DFJG15C105
IQ25C1GH5Q457
104C6FD2 SM 6
7TW5X040GC62

LEVEL 10 – WHARF

7N23LHKZ7N2MV
H9Y7N7K179W7S
ZMWNTLMY16ST9
T6_V38MH9T9R

LEVEL 11 – AQUEDUCT 2

8J24_KV78K248
K248K262T228Y
249BLXS3K66L
3996NV53SLHKJ

LEVEL 12 – SIMON GRUBER

9N24(LMLG9P6NV
MBF9P6QJWBC9T
6NW8V2YX72L82
C89248C9MQZN

UNKNOWN CODES

1. Left, N, S, Down, N, Right
2. Down, N, S, Right, Down, N, S, Right
If you can figure out what the above two codes do, please let us know!

CHEATS

To enter all these codes, pause the game and hold down R2.

INFINITE LIVES

Left, ●, Up, Down, ■, Right
Take as many attempts as you like to defuse the bombs.

INFINITE TURBOS

●, ●, ■, ■, Down, Down, X, X
Speed around town to reach the bombs with ease.

INFINITE SUPER-TURBOS

●, Right, Down, ■, ▲, Left
Even better, keep jumping right over the traffic at high speed.

FLAT SHADE MODE

Down, Up, Left, Left, Down, Up, Left, Left, Down, Up, Left, Left
Turns off the texture-mapping for flat-shaded polygon graphics.

FERGUS MODE

●, Down, Down, ▲, X, ■
Not only do all the people look like the Probe boss, but hundreds of Fergus faces float around like balloons!

WEIRD BUILDINGS

Right, ■, Left, ▲, X, ■, Down
Causes strange slumps in some of the buildings.

ODD MODE

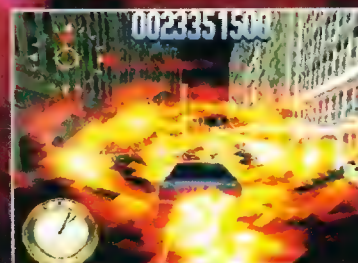
●, Down, Down, ■, Right
Repeat the code to switch between three very strange views: flattened, stretched, and extreme close-up.

CAR HANGER

Right, ●, Left, Left, ■, Down
Makes a toy car hang above the windscreen on the inside view.

SLOW MOTION

Left, Up, Left, Left, ■, Down
Slows the action down to a snail's pace.



TOMB RAIDER

THIS MONTH'S **TASTER**, OF A **HUGE SOLUTION** TO BE FOUND IN **POWERSTATION MAGAZINE**, FOCUSES ON LEVEL SEVEN – **PALACE MIDAS!**

SOLVED

D YOU START IN A LARGE POOL. CLIMB OUT AND SHOOT ANY GORILLAS AROUND BEFORE HEADING ROUND THE CORRIDOR TO THE NORTH. SHOOT THE CROC AND CLIMB UP THE STAIRS AND ALONG ANOTHER CORRIDOR TO A ROOM WITH PILLARS AND A BUILDING AT THE OPPOSITE END. SHOOT THE THREE GORILLAS WHICH ATTACK.



D THERE ARE FOUR DOORS IN THIS ROOM, EACH OPENED BY ACTIVATING THE RIGHT COMBINATION OF THE FIVE SWITCHES ON THE BUILDING. TO GET UP THERE, CLIMB THE BLOCKS IN THE SOUTHEAST CORNER AND JUMP ACROSS TO THE NEAREST PILLAR. YOU NEED TO JUMP ROUND THE OTHER FIVE COLUMNS, GRABBING HOLD OF THE FOURTH AND SIXTH ONES. LUCKILY YOU ONLY NEED TO DO THIS ONCE: WHEN YOU'VE REACHED THE SWITCHES, YOU CAN DROP THROUGH THE GAP IN THE FLOOR TO FIND A SWITCH TO OPEN THE GATE UNDERNEATH. THE SWITCH COMBINATIONS TO OPEN THE DOORS (AS INDICATED BY THE SYMBOLS ABOVE EACH ONE) ARE:

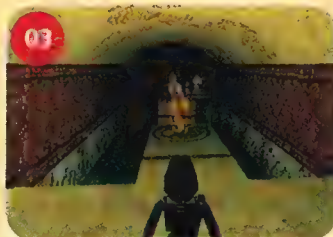
DUUUU FIRE PUZZLE
UUDUD SPIKES PUZZLE
UUDDU LANDSLIDE PUZZLE
DUUUD GOLD BAR ROOM

NOTE THAT OPENING SOME DOORS MAY RELEASE MORE ANIMALS INTO THE MAIN ROOM.

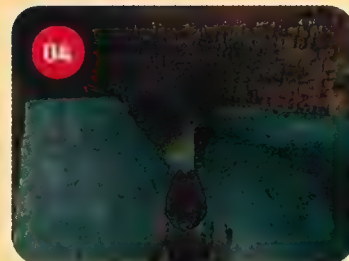


D FIRE PUZZLE: GO THROUGH THE DOOR IN THE SOUTH WALL TO REACH A WATER CHANNEL WITH FLAMING PLATFORMS. FIRST, SHOOT BOTH THE RATS IN THE WATER, THEN GET THE SAVE CRYSTAL. NOW COMES THE TRICKY BIT. AS SOON AS YOU STEP BEFORE THE FIRST FIRE PLATFORM, THE FLAMES WILL BE TEMPORARILY EXTINGUISHED: YOU NEED TO JUMP ACROSS TO THE OTHER SIDE BEFORE THEY RETURN. THIS REQUIRES CONTINUOUS RUNNING AND JUMPING ALONG THE PLATFORMS WITHOUT STOPPING AT ALL. TO DO THIS YOU NEED TO TURN IN MID JUMP SO THAT YOU IMMEDIATELY START RUNNING TOWARDS THE NEXT LEAP UPON LANDING. USING THIS TECHNIQUE, JUMP FROM

THE MIDDLE OF EACH PLATFORM UNTIL YOU REACH THE PENULTIMATE ONE – WHERE YOU NEED TO JUMP FROM THE EDGE TO GRAB HOLD OF THE FINAL ONE AND QUICKLY HAUL YOURSELF UP AND PAST IT. NOW GRAB THE LEAD BAR AND SAVE CRYSTAL BEFORE SWIMMING BACK.



D SPIKES PUZZLE: GO THROUGH THE DOOR IN THE WEST WALL TO FIND A ROOM FULL OF SPIKES WITH PLATFORMS BETWEEN THEM. RUN THROUGH THE GAP AND THROUGH THE NORTH EXIT. PULL THE BLOCK OUT OF THE WALL AND HIT THE SWITCH BEHIND IT TO RAISE ALL THE PLATFORMS ABOVE THE SPIKES. GO UPSTAIRS AND LEAP FROM THE LEDGE TO THE FIRST PLATFORM. JUMP ROUND THE PLATFORMS TO REACH THE UPPER ENTRANCE IN THE NORTHEAST CORNER. WATCH OUT, THERE'S A GORILLA ABOUT. EITHER BLAST HIM POINT-BLANK WITH THE SHOTGUN OR JUMP BACK TO THE PREVIOUS PLATFORM AND SHOOT HIM FROM THERE. GET THE LEAD BAR AND JUMP DOWN TO THE GROUND, CAREFULLY AVOIDING THE SPIKES.



LARGE MEDIKIT
RESTORES A HUGE CHUNK OF HEALTH



LIONS
BITE CHUNKS OUT OF YOUR HEALTH



PUSH/PULL BLOCK
MOVE IT TO ACCESS NEW AREAS



SWITCH/LEVER
THESE OPEN DOORS AND HATCHES



UZI CLIPS
THESE ARE NEEDED FOR LATER



SPIKES
ARE LETHAL IF YOU FALL ONTO THEM



SAVE CRYSTAL
USE IT TO SAVE YOUR POSITION



CROCODILES
SNAPPERS USUALLY FOUND IN WATER



SHOTGUN SHELLS
AMMO FOR THE SHOTGUN IS SCARCE



LEAD BAR
CAN BE TURNED TO GOLD



APES
FAST-MOVING AND TOUGH



FIRE
CAN KILL QUICKLY



RATS
FOUND BOTH ON LAND AND IN WATER



BATS
FLY TOWARDS YOU BUT EASILY SHOT

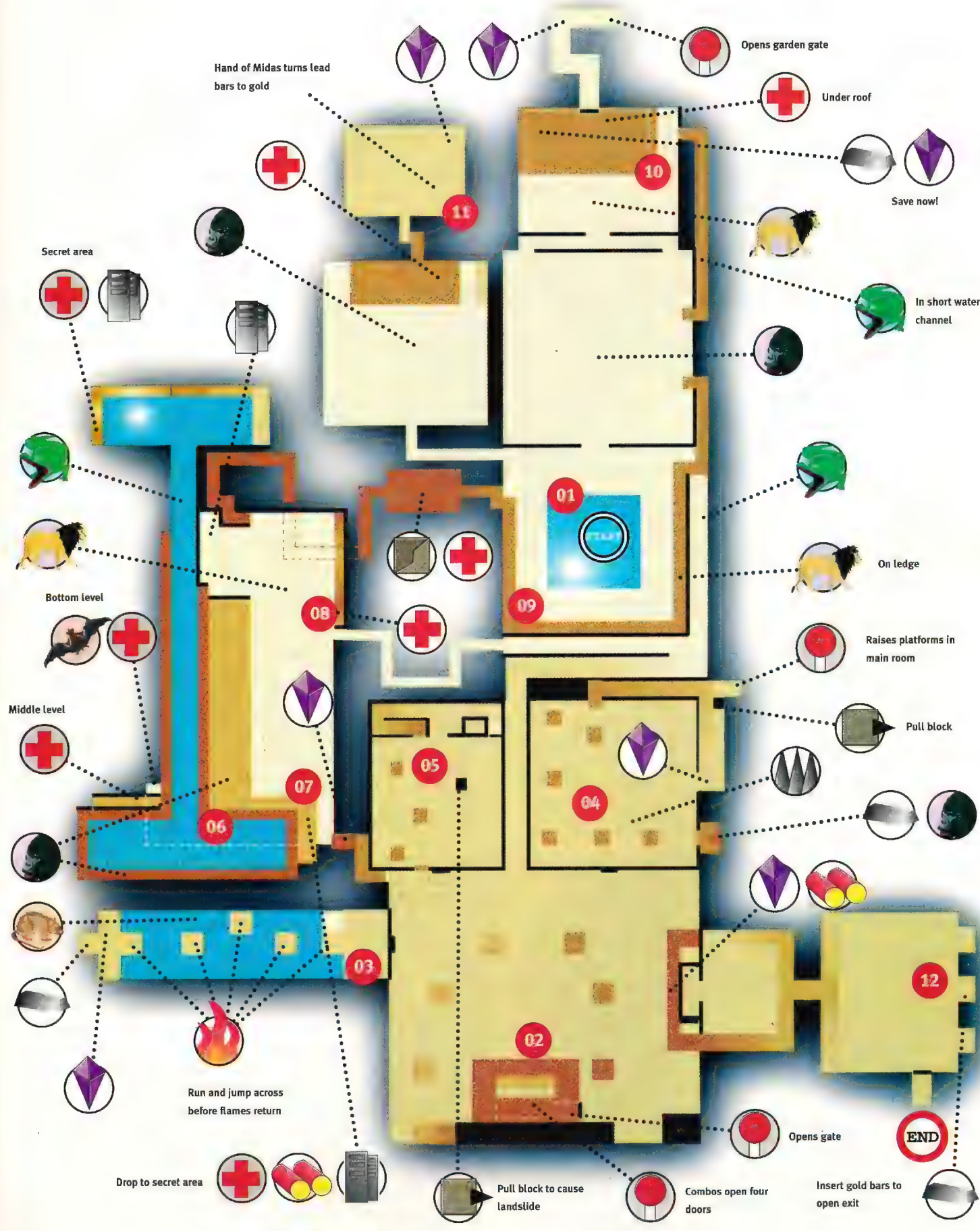


SPIKES
ARE LETHAL IF YOU FALL ONTO THEM



D LANDSLIDE PUZZLE: IF YOU THOUGHT THE LAST TWO PUZZLES WERE TRICKY, YOU AIN'T SEEN NOTHING YET. THIS ONE'S A REAL MARATHON. THROUGH THE OTHER DOOR IN THE WEST WALL IS A ROOM WITH A BROKEN PILLAR. GO THROUGH THE DOORWAY IN THE BACK WALL AND TURN RIGHT DOWN THE STAIRS. PULL THE BLOCK OUT OF THE WALL TO CAUSE A TREMOR. NOW GO BACK UP AND ASCEND THE STAIRS WHICH LEAD TO A LEDGE ABOVE THE MAIN ROOM WHICH IS NOW COVERED IN FALLEN MASONRY. SOME TRICKY JUMPING IS REQUIRED HERE. FIRST TAKE A RUNNING DIAGONAL JUMP TO THE SQUARE WHITE PLATFORM AHEAD AND TO THE RIGHT. NOW RUN AND JUMP DIAGONALLY LEFT AND GRAB HOLD OF THE SLOPING PLATFORM. DO A DIAGONAL RIGHT RUNNING JUMP TO GRAB HOLD OF THE SQUARE PLATFORM BY THE EAST WALL. FROM HERE YOU CAN JUMP ACROSS TO THE UPPER DOORWAY.

05



Hand of Midas turns lead bars to gold

Opens garden gate

Under roof

Save now!

In short water channel

On ledge

Raises platforms in main room

Pull block

END

Opens gate

Combos open four doors

Insert gold bars to open exit

Pull block to cause landslide

Drop to secret area

Run and jump across before flames return

Middle level

Bottom level

Secret area

SOLAR

For as long as

most of us can remember there has been a huge project in development called *Sentient*. It has

attained an almost mythical, Keyser Soze-like, status in the gaming world, so elusive are its coveted bytes. Everyone knew that it was supposed to be a revolutionary RPG, but where was it? What was it like? And while the public were happily distracted with other titles in the spring of 1996, news began surfacing within shady video gaming circles of disastrous problems plaguing their awaited grail...

Finally, Psygnosis' quiet Chester office decided it was time to let the world know what it had been doing for such a long time, and wandering the halls of their game you can see a promising blend of new ideas, in both a technical and a gameplay sense.

PLAY INFORMATION

Name: Sentient
Publisher: Psygnosis
% Complete: 85%
Release Date: January '97

SUN SPOTS

Playing as medical technician, Garrit, you have been sent to the Icarus mining station orbiting the sun, with the purpose of solving their apparent problem of a radiation sickness

SENTIENT

outbreak. On arrival it becomes clear that something altogether more dodgy is afoot. The ship's captain has been murdered, and Icarus is heading for the sun. Solar flares are causing severe structural problems for the station, and as soon as you get there you are called to help out with an array of problems facing the crew. Fetching pieces of equipment for various engineers, trying to free trapped crew members and getting to a safer place before the next solar flare strikes is enough to cope with, but an assassin also remains somewhere on board.

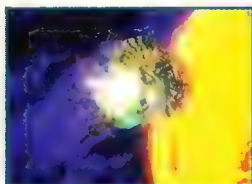
Although *Sentient* looks like a *Doom* style shoot-'em-up due to its 3-D first person perspective, it is in essence an RPG. The people



[Above] There is a pervertedly large amount of glee to be gotten from going into the rooms of the dead and sick on the ship and using their shower.



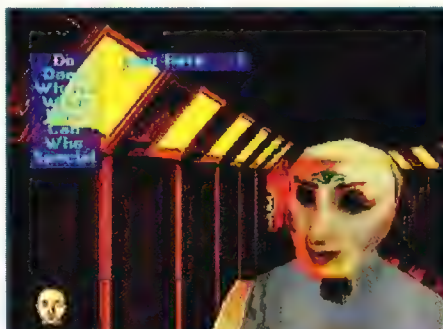
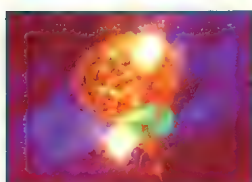
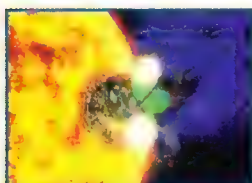
[Above] Note the stern expression as this engineer becomes increasingly annoyed with my japey. Go and get her some electrical equipment, and she'll give you a lovely smile!



[Above] This fellow wants the door opened, but Mr Stabelli on the other side refuses. Will you help him?



[Above] This lady looks a bit guilty standing next to a motionless body. Best start questioning her.



[Above] The people aboard the Icarus have an eerie look to them. Watch your back.



[Above] If an old man smirked at me in the street like this guy is doing here, I'd be off!



you meet are also in full 3-D, with weirdly distorted faces texture-mapped onto their heads, and they can each show four types of emotion to give a more human impression. Instead of a shotgun, you have physical actions which you can attempt on any object, and you have some menus of possible things to say, going into yet more sub-menus so you can logically build any sentence you're going to need from the provided parts. Certainly more interactive than the usual few preset sentences.

Sentient is coming along well, and so it should be after all this time, but it needs more work still. Everything which is in place is basically okay, it's just that the characters on our preview copy didn't move at all convincingly and the space station's rooms and corridors lack sharpness and level of detail. We remain immeasurably impressed that you can take a shower though. Full review soon. *Sentient* looks to be one of the best adventures on the PlayStation.



SQUARE

TOBAL NO.1



(Above) The standard bosses are almost as big as they come, and they're so blocky that the structures break up as the camera changes angle. There is no slow-down throughout the game.

Everybody was

kung-fu fighting. Those guys were fast as lightning. Yes it's 3-D fighting game time again with

those crazy fellows at SquareSoft. Regular readers should already be aware of *Tobal No.1* as PLAY reviewed the import version in issue 12 where it received a not inconsiderable score of 94%. Now, the official version is nigh, and we're here to tell you that it's worth a serious look if beat-'em-ups are your lifeblood.

But what a choice you now face. *Tekken 2* is the undisputed king of fighting games on PlayStation, but if you've licked the Devil and all his cohorts then you must choose between *Toshinden 3* (coming soon), *Tobal No.1*, and of course the 2-D

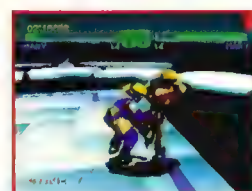
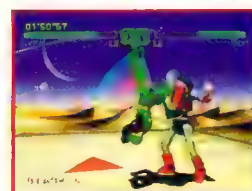
contingent consisting of *Mortal Kombat Trilogy* (92%) and *Street Fighter Alpha 2* (94%).

Tobal No.1 offers many new things to the genre, most notably, an ingenious quest mode which complements the standard one-on-one fare, and upon completion of each level, rewards you with a boss character who can be controlled in the two player game. Although not as instantly playable or honed as the main game, the quest mode does at least hint that if beat-'em-ups are going to continue to swallow your cash, they must include something a bit different and longer lasting. In the future, beat-'em-ups like *Bushido Blade* and *Tekken 3* will include more adventure elements to break up the repetitive head-crunching.

Hiiiiii-YA!

Tobal No.1 was created by SquareSoft's 'dream team', a group of highly talented programmers, artists and animators who worked on Namco classics like *Tekken 2* and *Soul Edge*, and on Sega's magnum opus, *Virtua Fighter 2*. Previously the company had only produced RPGs, and whilst *Tobal No.1* is a stupid name and the graphics look blocky to heathen eyes, the animation is quite superb, and there are enough moves (many pillaged from every beat-'em-up there's ever been!) and clever specials and combos to keep even the most hardened of pugilists happy.

We have no hesitation in recommending *Tobal No.1* when it is released in January, and we will give you our unexpurgated opinion on how the transition from NTSC to PAL has affected the gameplay next issue. The big unanswered question though is whether Sony UK will bundle *Tobal No.1* with a free demo disk of Square's forthcoming products, including a fully playable segment of the incredible looking *Final Fantasy VII*, plus *Bushido Blade*, *Final Fantasy Tactics*, *Zauver* and *Sa-Ga Frontier*. If they do, this is an essential purchase!



(Above) *Tobal No.1* features particularly impressive motion Rares when power moves are activated.



(Above) *Tobal No.1* even allows you to fight Pal Wicks from *EastEnders* - amazing!



PLAY
INFORMATION

Name: Tobal No.1
Publisher: Sony
% Complete: 99%
Release Date: January '97

Predator

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LIVE DANGEROUSLY
DIE HARD
TRILOGY
USE PREDATOR

ANGRY

ROAD RAGE

Road Rage, the

coin-op, is a £100,000 sea sickness simulator. You and a strong-stomached friend strap

yourself into the futuristic cockpit, press your foot firmly on the drilled aluminium speed pedal, and the complicated hydraulics jerk the entire cabinet around to mirror your steering wheel inputs. What this means is that for approximately three minutes the driver has his face re-arranged by the g-forces, and his mate copiously throws up all over him before being ripped from the seat and sent flying out of the building at mach 2! A bit of a tricky sensation to capture on the PlayStation then? Yep.

To mimic the situation in the home you could always have someone severely jiggling your seat whilst you duck and dive in time to the game, but it's not very clever and you look like a tit doing it. Best to just assume your favourite crash test dummy position and enjoy the game for what it is – an adrenaline rush.

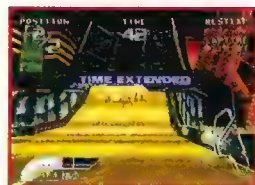
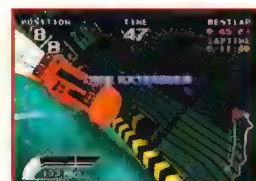
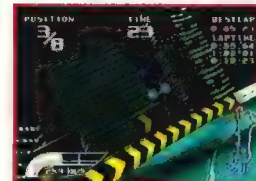
BOY RACER

Road Rage (known as *Speed King* in other countries) is a simple concept. All you have to do is pilot a ridiculously fast bathtub, sorry, futuristic racing car, around eight winding courses and set world-leading times. Not surprisingly, when you complete all the tracks, they are reversed and you have to do the whole thing again in mirror mode. Nothing earth-



shatteringly different so far. Sounds a bit like another futuristic racing game featuring floating ships developed in Liverpool, doesn't it?

In fact *Road Rage* is staggeringly close in premise to *Wipeout 2097* and therefore it's a bit surprising that Konami has still chosen to release *Road Rage* given that it will always play second fiddle to Psygnosis' boom-bastic eye-fest. What this game does offer to the gamer though is no-holds barred racing, but only the full review next issue will reveal if that alone is enough to hold interest as there is also no multi-player mode. Full review next month for all you speed freaks.



PLAY INFORMATION

Name: Road Rage
 Publisher: Konami
 % Complete: 85%
 Release Date: February '97



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MAGNATE

PC Owners have

been playing this game in their droves for well over a year now. So what is it? It's a business

management meets god type game in which the player builds a commercial empire based on rail, road, sea and air networks. *Transport Tycoon* (TT) puts you in charge of your own transport company. Starting in 1930 you're given a big wad of cash with which to create a thriving business. This is no easy task as many ruthless rivals have the same aspirations. You are able to build routes within and between towns, together with stations, airports and docks. These structures and foundations can't just be thrown down. Oh no. A certain amount of planning and tactics are needed if you're ever to succeed throughout the 100 years time frame that the game spans.

RAIL ROADER

As the years go by new advancements in technology allow you to invest in faster and more efficient vehicles and vessels. All this takes place whilst your competition tries to do exactly the same thing. To add to this, you will come up against obstructive town councils, vehicle malfunctions and natural disasters, all of which create individual problems which need to be dealt with. That's the beauty of TT, varied landscapes and competitors create a different game each and every time. Let's hope that your company doesn't go the same way Eurostar has though!

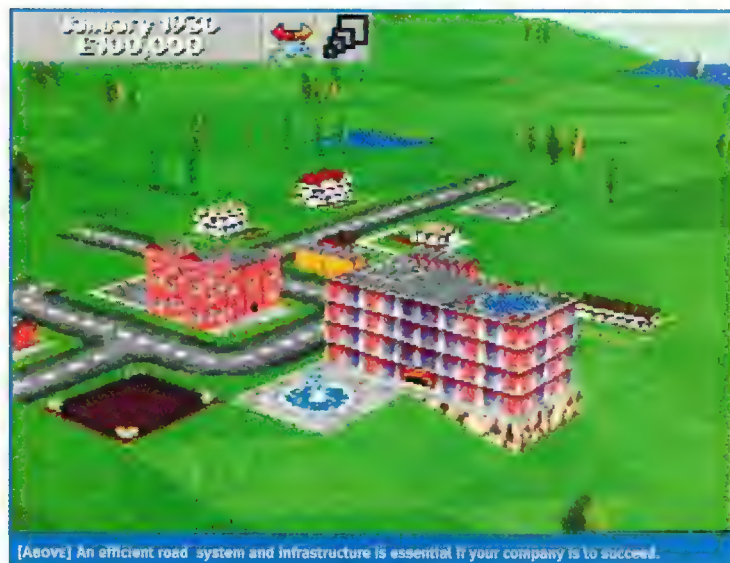
One advantage over the PC version, of which I must admit to being a fan, is the fantastic fully rotational 3-D view. This allows you to (deceptively enough) view the landscape in er, 3-

TRANSPORT TYCOON



Name: Transport Tycoon
Publisher: MicroProse
% Complete: 95%
Release Date: March '97

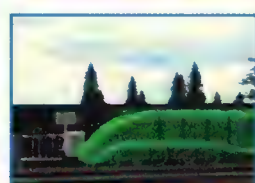
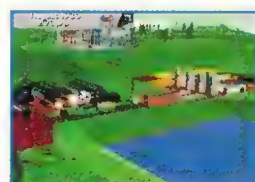
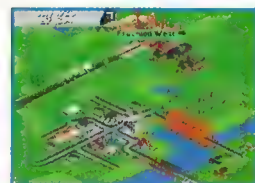
TRANSPORT



[Above] An efficient road system and infrastructure is essential if your company is to succeed.

D. Which is what we PlayStation types are used to. This allows a greater understanding of the game and looks pretty as well. Bonus.

Until we get the full game to review, we'd rather not make rash judgements, but I'll go as far as saying *Transport Tycoon* could well have that long term appeal that is sadly lacking in all too many PlayStation games at the moment. All will be revealed this time next issue!



[Above] The rolling green fields of England. Why not rip up all that nature and plant some six lane motorways instead? That'll annoy those pesky environmentalists.



[Above] Well if you want power, you've got to have powerstations and that means pollution and toxic waste. *Transport Tycoon* leaves nothing out.

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OBI-WAN

It's been almost

two years since LucasArts seduced PC owners with their sublime exploitation of

the *Star Wars* franchise, *Dark Forces*, and despite the interminable delay in transferring the title to the PlayStation, their timing couldn't be better. The imminent re-release of the Special Edition movies, new movie in production and *Shadows Of The Empire* merchandising frenzy (supporting, principally, the N64 title) have ensured that *Star Wars* is as hot as it's ever been, and hopes for this conversion are riding high amongst PlayStation owners.

R2-D2

Certainly, the PC original stands as one of the finest movie spin-offs ever. Despite its obvious debt to id's *Doom*, the authentic environment of the movies cranks up the adrenaline to a max, although, curiously, the game is dominated by strategy rather than all-out action. The abundance of blaster-wielding stormtroopers means that the frenetic, circling combat of *Doom* is largely absent, and instead, the 14 missions of *Dark Forces* feature search and destroy adventures, little mini-movies in their own right, with exploration and experimentation paramount to success. Whether rescuing allies, stealing secret documents, interfacing with Imperial installations or penetrating maximum security strongholds, the Rebel agent format is well complemented by tactical briefs before each mission, wildly varied locations, masses of secret rooms and plenty of freedom to develop unique strategies for each mission. And whilst there's as much button pushing and lever



DARK FORCES

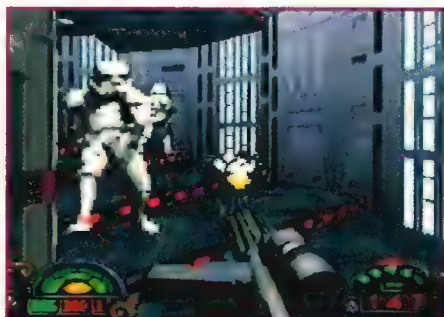


Although a HUD map is available to negotiate the labyrinth environments, in practice it's pretty useless, obliterating the play area and slowing down the game engine. Better to flick into the option area and pull up a more detailed map whilst enjoying a breather.

pulling as *Doom 2*, *Star Wars* buffs are unlikely to complain given the seductive setting.

C-3PO

LucasArts has raided their own archives to deliver a plethora of both familiar and 'feels



In the frenzy of a corridor battle, it's easy to swoon. Who couldn't spend all day blasting stormtroopers? Especially the ones who constantly bang their heads on low roofs.

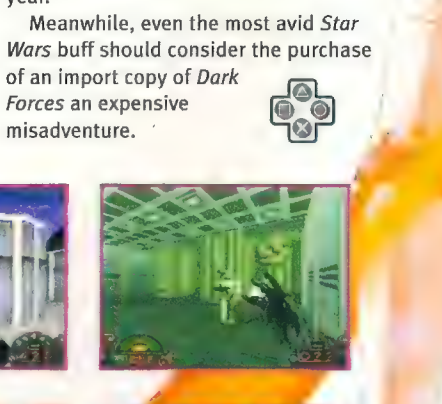
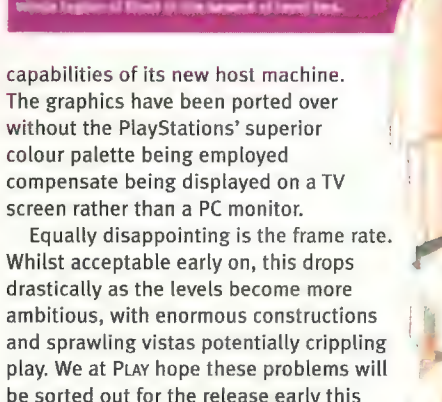
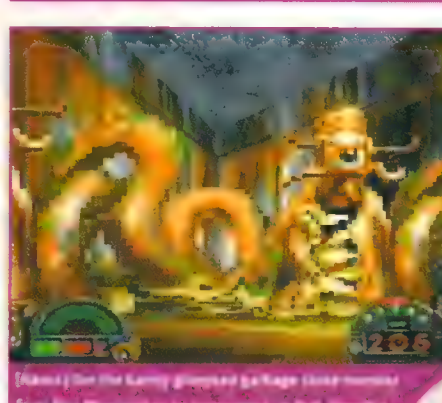
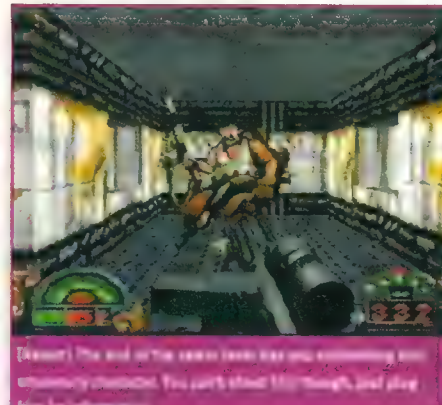
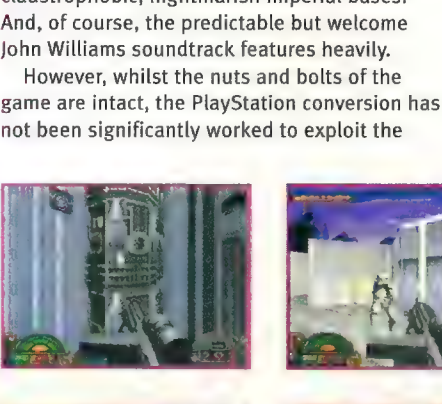
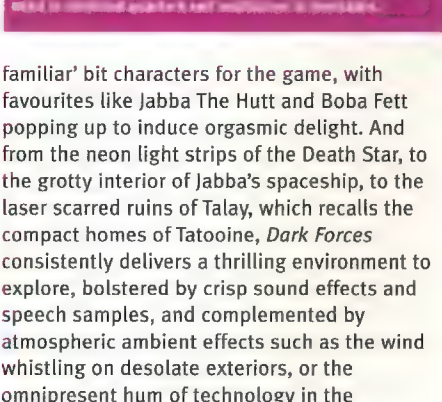
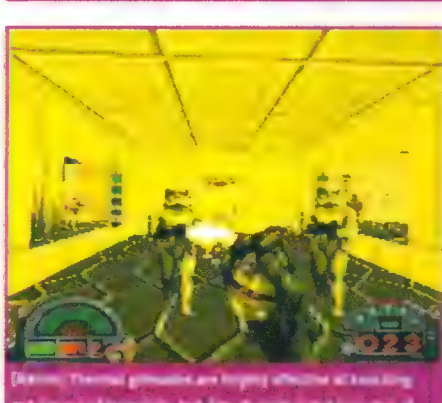
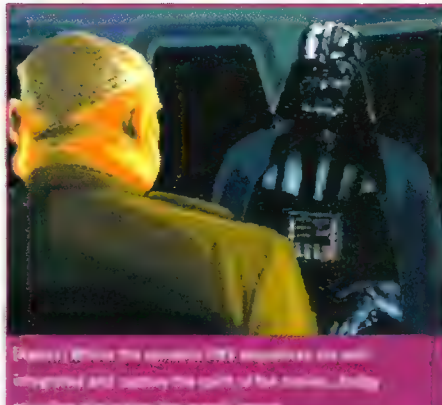
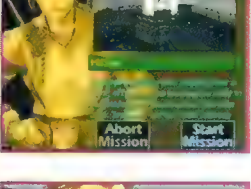
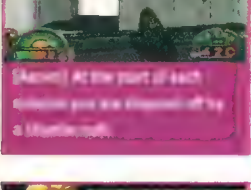
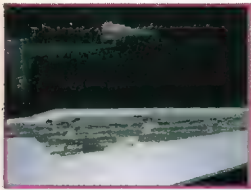


Mon Mothma and Admiral Ackbar brief you on another, action-packed mission. The cut scenes in *Dark Forces* are cartoon pictures rather than FMV. Shame.



PLAY
INFORMATION

Name: Dark Forces
Publisher: Virgin
Developer: LucasArts
% Complete: 95%
Release Date: Jan/Feb '97



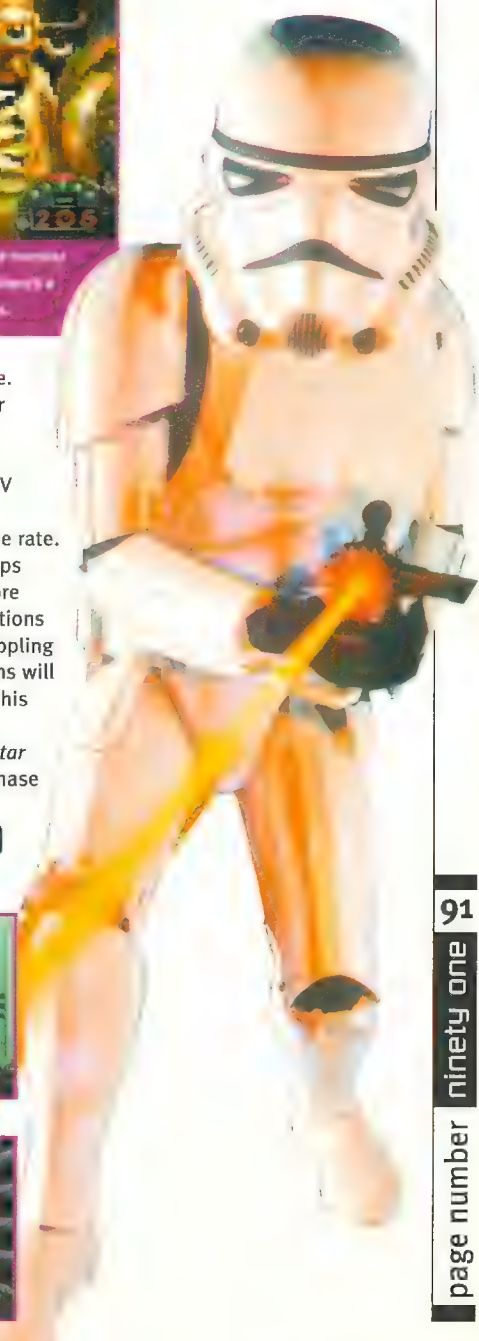
familiar' bit characters for the game, with favourites like Jabba The Hutt and Boba Fett popping up to induce orgasmic delight. And from the neon light strips of the Death Star, to the grotty interior of Jabba's spaceship, to the laser scarred ruins of Talay, which recalls the compact homes of Tatooine, *Dark Forces* consistently delivers a thrilling environment to explore, bolstered by crisp sound effects and speech samples, and complemented by atmospheric ambient effects such as the wind whistling on desolate exteriors, or the omnipresent hum of technology in the claustrophobic, nightmarish Imperial bases. And, of course, the predictable but welcome John Williams soundtrack features heavily.

However, whilst the nuts and bolts of the game are intact, the PlayStation conversion has not been significantly worked to exploit the

capabilities of its new host machine. The graphics have been ported over without the PlayStations' superior colour palette being employed compensate being displayed on a TV screen rather than a PC monitor.

Equally disappointing is the frame rate. Whilst acceptable early on, this drops drastically as the levels become more ambitious, with enormous constructions and sprawling vistas potentially crippling play. We at PLAY hope these problems will be sorted out for the release early this year.

Meanwhile, even the most avid *Star Wars* buff should consider the purchase of an import copy of *Dark Forces* an expensive misadventure.



arena

view questions · criticisms · ideas

VIEWS · QUESTIONS · CRITICISMS · IDEAS

WHAT A VASTLY INTELLIGENT GROUP OF COOL DUDES YOU PLAY READERS ARE. NOT ONLY HAVE YOU SORTED THROUGH THE DROSS AND DECIDED THAT PLAY IS IN FACT THE GREATEST PLAYSTATION MAGAZINE IN THE GALAXY (A LEGEND IN FACT), BUT YOU'VE BOMBARDED THE NEWS POD A MILE ABOVE THE CENTRE OF GREAT BRITAIN WITH COUNTLESS LETTERS CONTAINING VALID, INFORMED AND HUMEROUS PROSE. IT'S BEEN A JOY READING THEM THIS MONTH, BUT PLEASE KEEP THEM COMING BECAUSE THE LAST THING WE WANT IS TO DEGENERATE INTO "WHICH IS BETTER, NINTENDO OR SONY?" RUBBISH. SEND YOUR LETTERS/COMPLAINTS/OBSERVATIONS/RANTS TO: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS. OR E-MAIL US AT PLAY@PARAGON.CO.UK.

DEAR PLAY,

I am writing regarding Sony's idiotic stand on grey import machines. I find it offensive and annoying that to get any decent games on the machines I have to buy an import machine, get it converted, have the hassle of going to specialist shops etc, as the companies can rarely be bothered to release the same quality of game for the European market.

It is ridiculous that should you buy a game here or Japan that they should not be of the same standard. We are forced to pay lavish prices for the games, and then they argue that it is too expensive to reprogramme them. I have accepted this excuse for years and usually bought import machines, as I like the games to be the same as the programmers designed them, rather than the squashed slow games that we often get palmed off with in this country.

But to find out that now we will not be able to buy the machine that we want is disgraceful. Sony would rid us of the necessity of purchasing import machines if the games were

released simultaneously in all countries, but failing this, if all of the games were at least of the same quality and speed in all countries. Please Sony don't fob us off with second rate stuff, and then stop us from even getting the machine that we deserve.

Martin Carr, London.

It is indeed infuriating, Martin, that PAL games are slower than their NTSC counterparts and often are displayed in the dreaded letterbox format. But unless all games are optimised for the TV standard as Sony says they should be, there is very little we can do about it. It is a major problem that by cracking down on pirate software, official bodies such as the Federation Against Software Theft in conjunction with Sony, try to stop the conversion of official machines into ones that can play import games because it harms the serious gamesplayer. Real game-heads want to play the latest games in the best possible incarnations, and for the most part, that means Japanese CDs. You are entirely correct in saying that some official

games are noticeably inferior to the import copies, so why penalise people for just wanting to play decent games?

The majority of PlayStation owners will never notice the differences between the two versions because they stick with official games, but for a tiny few, it is a cause for concern. By outlawing import machines and actively cracking down on the shops that sell them, Sony is alienating a core group of enthusiasts who value the machine above all others. That can't be right. What do you think?

DEAR PLAY,

Let's face it, Sony's first year in the video gaming industry has been a great one. Like you said, "they've got the machine and the software, what do Sony need to do now?" Well, something that the PlayStation hasn't got, which is hugely popular at the present, is the Internet. Can you imagine playing games like *Duke Nukem 3D* (when it's released for the PlayStation) in deathmatch mode against 12 other players over the internet. It would be something

new for PlayStation owners and it is something Sony should bare in mind. Or do Sony already have plans for the Internet?

Matthew Bedford, e-mail

At present Sony has no plans to do anything on the Internet with the PlayStation, and there is nothing within the machine technically which would support a theory otherwise. The Sega Saturn already has the device, but it would never work in the UK because of the cost of local calls and the huge bills some people would be faced with after a 12 player game on *Duke Nukem*. If an Internet device does become available it would be in the USA because of the free local calls, although how would you interact with the information and how would you download pages? If you want to access the Internet, get a PC. It's not what the PlayStation was designed for.

DEAR PLAY,

First I would like to congratulate you on your ace mag which whips the ass of all other magazines and because you are so good I would

appreciate it if you could answer a few simple questions.

1. When will *WWF In Your House* be released and when will it be reviewed in your magazine?
2. I plan on buying a mouse for my PSX, but I had second thoughts when I realised no games actually work with it. Am I just not thinking straight or am I right? If there are some games that work with it, please tell me what they are!

Mark Tomlison, Blackburn

1. According to Acclaim, Mark, *WWF In Your House* should be out by the time you read this. We have not yet had a copy – a bad omen perhaps?
2. The mouse works with *Discworld* and probably *Discworld 2* (we haven't seen that yet), and also *Broken Sword*, but unfortunately that's about it. Many of the big games that were set to use the mouse (*Command & Conquer*, *Warhammer*) turned out to be incompatible. We wouldn't recommend buying a mouse until something worthwhile turns up.



DEAR PLAY,

After reading my nephew's copy of *PLAY* and being an older PlayStation owner (27 – not that old!), all the software houses seem to be complaining about the same thing – the PSX's lack of RAM. Why doesn't Sony bring out a RAM expansion pack to be used in the expansion port now that the MPEG rage has gone the way of the dodo. I'm sure that other PlayStation owners wouldn't mind paying a reasonable amount for three to four extra Mb of RAM to get even better games.

John Bennett, Dudley.

PS Get me an answer to this and I'll take out a subscription.

Subscription forms at the ready then John, because according to insiders at Namco and Sony in Japan, there are plans for games which feature some kind of hardware add-on, possibly coming with the next generation of

memory-hungry games. *Tekken 3* is the obvious choice because we at *PLAY* have already heard that a hardware upgrade is very probable given the advanced coin-op board, and in this month's news section you'll find even more details on the game. I agree with you totally, John, I wouldn't mind paying £20 for a memory card-style upgrade kit which would vastly improve the capabilities of the PSX and compete on equal terms with the Nintendo 64. 1997 is the year for answers.

DEAR PLAY,

A long time ago I used to have an Atari 2600, now I've got a PlayStation, and I would like to know if you've heard of a game called *Trail of the Sun* by E Storm, which was reviewed a long time ago by one of the other PlayStation magazines? I would also like to know when *Blazing Dragons* by Crystal Dynamics will be released.

Peter Hambly, Cornwall

The game you refer to Peter is called *Trail of the Sun: Wild, Pure, Simple Life* and it is a Japanese import game released about five months ago. From what we've seen it appears to be a caveman adventure game and we can't wait for it to be picked up by a UK publisher, unfortunately so far this has not happened. Supplies of the game in the UK were short and confined mainly to London and we couldn't get hold of one. *Blazing Dragons* is out now although we weren't given a copy beforehand and so refuse to waste paper reviewing it. You know what they say about games which appear in the shops before being given to us. Say no more...

DEAR PLAY,

I'd like to congratulate you on your superb magazine. I have bought every issue and read each from cover to cover; enjoying the humorous laid back approach and a style that out-does all of the other magazines. I have also owned a PlayStation for almost a year now and I believe it to be the number one system. I would be grateful if you could answer my questions.

1. What are the best sports games to look forward to?
2. Still no news on any footy management games (I have heard that there is a forthcoming *FIFA Manager* game from EA Sports)?
3. I was very impressed with Acclaim

Bust-A-Move II. Should we be expecting more of this?

4. My friend told me that he had spotted *Tekken 3* in an arcade. Is this possible?
5. Sony has introduced budget games in Japan, which games would be budget if the idea was brought to these shores?

1. *Actua Soccer 2* (mid 1997), *NHL '97*, *Total NBA '97*.
2. *Player Manager* should be out (*PLAY* issue 14, 74%), *FIFA Manager* is indeed coming out. That is all.
3. Possibly with puzzle games. I agree, Acclaim should be applauded for the move and they didn't make a fuss when they did it either. We think others should lead by Acclaim's example.
4. Your friend is an arse!
5. All of the early releases such as *Ridge Racer*, *Wipeout* and *Toshinden*. Basically the stuff you wouldn't pass water on now if they were on fire.

DEAR PLAY,

I really do love my Sony PlayStation but like Paul Crook from Ossett, when connecting with the RGB SCART lead the screen moves to the left. Please tell me what the f*ck is causing this? Does it do this on every TV? I have a 14" TV so it doesn't only happen on widescreen TVs. I have a black third party SCART cable – will buying an official one make any difference?

Jonathan Kent, Harrow

PS. WHERE THE HELL IS 11TH HOUR?

The problem you are experiencing happens frequently if you are playing an NTSC game on your PAL PlayStation, is this the case? If so then there is very little you can do, but if it's PAL then perhaps Mark Davis has the answer (see below).

PS. IN DEVELOPMENT HELL!

DEAR PLAY,

Due to increasing demand I feel drawn to write in and say that if your gaming screen is offset to the left of centre when using an RGB SCART connection on any Sony TV, it is because your horizontal shift setting for your screen is incorrect. This affects programmes as well but you only notice it when you switch on a PlayStation because the big 'P' should be in the centre. Cure: besiege your local Sony centre and find the TV specialist and get him to change the shift in your devices

menu. You pay enough for their product so make them pay for it!

Mark Davis, Epsom

An interesting solution, Mark, but I wonder what the cause of this was in the first place. I have a Sony TV and an official Sony SCART cable and I have not noticed any loss of picture, at least not to the detriment of gameplay. Has anyone else had this problem, and if so, has Mark at last found the cure? Letters please.

DEAR PLAY,

I have recently bought issue 12 of your magazine and one thing bothered me, namely the fact that I got it because it mentioned *FIFA '97* on the cover, but when I looked inside it wasn't there. Now I have to fork out £2.95 for the next issue which claims there is a full review of the game inside. Apart from this the magazine is definitely one of the best for the PlayStation.

Craig Hellens, Sunderland

Many apologies Craig. The problem occurred because of that old computer games industry favourite excuse – slippage. Electronic Arts assured us that *FIFA '97* would be previewed in issue 12, and because the cover has to go a week before the rest of the magazine, we took a gamble that they would keep their word. Suffice to say we won't be doing that again. *FIFA '97* was of course reviewed in issue 15 and I have sent you a free copy to make up for your disappointment, although the game itself is not all its cracked up to be. Many thanks for choosing *PLAY* in the first place, Craig.




[Above] *Ridge Racer* is just one example of a great game coming out in Japan and then not arriving here for months. Martin Carr wants to know why we must suffer this stupid system!


We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.


スチハオケチスヌ playback

BUYERS GUIDE · BUYERS GUIDE · BUYERS GUIDE · BUYERS GUIDE

PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITATIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH GENRE AND THE ONES YOU SHOULD SERIOUSLY CONSIDER ADDING TO YOUR COLLECTION. EVERY MONTH WE ASSESS THE CURRENT CROP OF GAMES THAT HAVE BEEN REVIEWED AND ADD THE CHOICE CUTS TO THESE DEFINITIVE TOPS TENS. PICK ANY OF THE GAMES IN OUR TOP THREES HERE AND YOU CAN'T GO WRONG AND IF IT'S NOT HERE, IT'S WORTHLESS!

GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE	
BEAT-'EM-UPS					
	1. Tekken 2	Namco	Sony	May '96	95%
	2. Street Fighter Zero 2 (import)	Capcom	Capcom	Oct '96	94%
	3. Tobal No.1 (import)	SquareSoft	Sony	Oct '96	94%
	4. Mortal Kombat Trilogy	Williams	GT Interactive	Dec '96	92%
	5. Star Gladiator	Capcom	VIE	Feb '97	88%
	5. Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
	6. Tekken	Namco	Sony	Nov '95	95%
	7. Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
	8. MK3	Williams	Sony	Nov '95	93%
9. Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%	

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS					
	1. Alien Trilogy	Probe	Acclaim	Easter '96	91%
	2. Doom	id Software	GT Interactive	Jan '96	93%
	3. Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
	4. Tunnel B1	Neon	Ocean	Aug '96	87%
	5. Descent	Interplay	Interplay	Apr '96	85%
	6. PO'ed	Studio3Do	Warner Interactive	May '96	87%
	7. Shellshock	Core Design	Core Design	Apr '96	85%
	8. Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
	9. Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
	10. Lone Soldier	Tempest	Telstar	Dec '95	92%

ARCADE SHOOT-'EM-UPS					
	1. Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
	2. Twisted Metal 2	Single Trac	Sony	Feb '97	88%
	3. Soviet Strike	EA	EA	Dec '96	83%
	4. Tempest X3	Interplay	Interplay	Feb '97	86%
	5. X2	Team 17	Team 17	Jan '97	77%
	6. Project Overkill	KCEC	Konami	Nov '96	89%
	7. Gunship	MicroProse	MicroProse	Jun '96	90%
	8. Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
	9. Starfighter 3000	Krisalis	Telstar	Jun '96	85%
	10. Return Fire	Silent Software	Warner Interactive	May '96	84%

GAME DEVELOPER PUBLISHER REVIEW DATE REVIEW SCORE

SPORTS SIMS



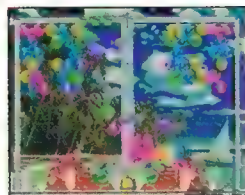
1. Total NBA '96	Sony	Sony	Mar '96	94%
2. Olympic Soccer	Silicon Dreams	US Gold	Jul '96	84%
3. Actua Golf	Gremlin Interactive	Gremlin Interactive	Aug '96	88%
4. Int Track & Field	Konami Japan	Konami	Jul '96	85%
5. Smash Court Tennis	Namco	Sony	Feb '97	86%
6. Victory Boxing	JVC	JVC	Nov '96	90%
7. Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
8. Olympic Games	Silicon Dreams	US Gold	Jul '96	89%
9. Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
10. CoolBoarders	UEP Systems	Sony	Feb '97	82%

STRATEGY/ADVENTURE GAMES



1. Tomb Raider	Core Design	Eidos Interactive	Dec '96	94%
2. Resident Evil	Capcom	VIE	Jun '96	95%
3. Fade to Black	Delphine	EA	Jul '96	90%
4. X-Com: Terror from the Deep	MicroProse	MicroProse	Jan '97	88%
5. Suikoden	Konami	Konami	Feb '97	80%
6. Space Hulk	Key Games	EA	Aug '96	84%
7. X-Com: Enemy Unknown	MicroProse	MicroProse	Apr '96	82%
8. Command & Conquer	Westwood Studios	VIE	Feb '97	79%
9. Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
10. Wing Commander III	Origin	EA	Apr '96	82%

PUZZLE/PARTY GAMES



1. Bust-A-Move 2	Taito	Acclaim	Jun '96	88%
2. Bubble Bobble	Probe	Acclaim	Sep '96	85%
3. Pro Pinball	Empire	Empire	Aug '96	90%
4. Worms	Team 17/Ocean	Team 17/Ocean	Nov '95	92%
5. Namco Museum Vol 3	Namco	Sony	Nov '96	73%
6. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%

RACING GAMES



1. Rage Racer (import)	Namco	Namco	Feb '97	94%
2. Wipeout 2097	Psygnosis	Psygnosis	Nov '96	93%
3. Formula 1	Psygnosis	Psygnosis	Sep '96	94%
4. The Need for Speed	EA	EA	Apr '96	94%
5. Ridge Racer Revolution	Namco	Sony	May '96	90%
6. Destruction Derby 2	Psygnosis	Psygnosis	Dec '96	82%
7. Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
8. NASCAR Racing	Papyrus	Sierra	Jan '97	80%
9. Street Racer	UbiSoft	UbiSoft	Dec '96	84%
10. Hardcore 4x4	Gremlin	Gremlin	Jan '97	81%

PLATFORMERS

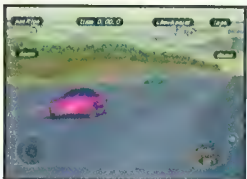


1. Pandemonium	Crystal Dynamics	BMGie	Jan '97	90%
2. Crash Bandicoot	Naughty Dog	Sony	Nov '96	84%
3. Jumping Flash 2	Sony	Sony	Jun '96	86%
4. Rayman	UbiSoft	UbiSoft	Nov '95	87%
4. Lomax	Interactive Design	Psygnosis	Dec '96	70%
5. Jumping Flash	Sony	Sony	Nov '95	87%
6. Earthworm Jim2	Shiny Entertainment	VIE	Oct '96	69%
7. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
8. Gex	Crystal Dynamics	BMG Interactive	Apr '96	76%
9. Herme Hopperhead	Sony	Import	Dec '95	53%

HEAD OF DEVELOPMENT FOR SONY'S NEW GAME **PORSCHE CHALLENGE**, PASCAL JARRY MAY HAVE BEEN INTERVIEWED FOR THE FEATURE ON PAGE 30, BUT THIS GUY JUST **KEEPS ON TALKING...** SEE IF YOU CAN COUNT HOW MANY TIMES HE MENTIONS THE WORD **"PORSCHE."**

CROSSING THE CENTRAL RESERVA

PASCAL JARRY



[ABOVE] *Porsche Challenge* is shaping up to be one of the PlayStation's hottest titles.

PLAY: Explain what you do.

PJ: I'm Internal Development Manager for SCEE. It's kind of a mixture of team leader, executive producer and tea maker. At the moment, I manage two projects (*Porsche Challenge*, *Rapid Racer*) and I'm just starting a third one.

PLAY: Did you use Porsche's test circuit to race the cars and get data for *Porsche Challenge*?

PJ: The Stuttgart track? Yes. In *Porsche Challenge*, you can race on that famous track. We have the accurate data in the game. We went there with some key people from the project to see the Boxster (with a "Bikini" to avoid paparazzo's pictures). The Boxster is a superb car. It's not a GTI, it's a sport car. Being in the Boxster, on the Stuttgart track... it was really impressive.

PLAY: What was the most important thing to get right in the game: graphics, handling, or presentation?

PJ: If you start a game by compromising the quality, you end up with a piece of crap. The look is very important for the immediate appeal, but then the gameplay is the key. I think we have the right "look" and for the gameplay, we tweaked and tweaked the dynamic handling and the AI to make it perfect. It's the same for the fun. We have the two player option on the same screen (split screen, no need for two PlayStations). With the interactive tracks, the player will play them again and again.



PLAY: Why is *Porsche Challenge* going to blow the competition away?

PJ: You know, SCEE doesn't make games to blow the competition away, but when we decide to make one kind of game, we do it well. *Total NBA '96* was well received, I hope we'll have the same result with *Porsche*.

PLAY: What games have you done before on computers/consoles?

PJ: I made more than 50 games. The only one I want to name today is *Porsche Challenge* (spoilsport - Ed). It's the best one!

PLAY: What do you think a typical PlayStation owner is like?

PJ: We have a precise description of the typical owner but to me, everyone is a person. I don't look at the stats and say "OK, now, we'll make a game with Oasis because the target audience is likely to like them." No, we make games for us, for our friends, because we like games. If you start a game, thinking about something you don't feel yourself, the game has no soul. In SCEE, loads of people like racing games so we had to do one.

PLAY: Have any games impressed you of late on the PlayStation and why?

PJ: I've played games for ages and my favourite ones ever are on the PlayStation. *Tekken 2* and *Resident Evil*. I'm generally impressed by the growing quality of the games on the PlayStation. *Tomb Raider*, *Crash Bandicoot*, *B1...* *Tobal No.1* is technically superb. *Porsche Challenge* impresses me as well (without any modesty though).

PLAY: What do you think of the PlayStation as a development machine?

PJ: It's the best I've met so far.

PLAY: Why do so many games simply seem to be variants on a successful formula, is it hardware limitation, lack of imagination, or something else?

PJ: If people in the industry think that the players are stupid, they will lose loads of money. The player (and press) highlight the





[Below] This is a sketch of Mr Jarry done by one of the team. He obviously doesn't smile much.

TION WITH...

quality. When we started *Porsche Challenge*, we thought about *Sega Rally 3* and *Ridge Racer 5*. Then we said, it's not enough, we want more. To me, the very first idea is not that important, what you do from then is. Look at *Resident Evil*: Is it far from *Alone in the Dark*? When I interview people, I ask them to detail me what are the differences between those two games. If they can't, then they can't cope with our vision of a triple A game.

PLAY: Are there any new gaming genres left or are we destined to re-hash the same ones over and over again?

PJ: With the Black PlayStation, SCEE opens the door to innovation. We keep on thinking we can invent a new genre. I have as well my own idea on that. On the other hand, look at the film industry, I can queue today to see a Western if it's very good. A new genre is not the only factor. It all depends on the way you see things. I don't think that *Porsche Challenge* is just another racing game, it's not!

PLAY: What sort of game would you like to attempt next?

PJ: Name me a genre, overcrowded with bad games, with one or two leaders and with no room for improvement. Then, SCEE will work on that and make the best game in that genre. I'm afraid to look arrogant when I say that but we don't have boundaries and we love challenges.

PLAY: What is your all-time favourite game on any platform and what is your fondest memory of it?

PJ: *Resident Evil* at home. *Soul Edge* in Arcade. Scary nights and sweat!

Porsche Challenge is released in March.

PLAY+
INFORMATION

Name: Pacal Jarry
Job Title: Project Leader
Company: SCEE



next issue played out

PLAYED OUT...

NEXT MONTH IN PLAY

SOUL BLADE

The artist formerly known as *Soul Edge* finally arrives for a full review next month!



PLAY
ISSUE 17, ON
SALE 30 JAN,
DON'T MISS
IT!

PLUS!
NEED FOR SPEED 2
TIME CRISIS
FINAL FANTASY VII

And all this! *Reloaded*,
Nightmare Creatures, *Jet Moto*,
Rattlesnake Red, *Wing TV*,
Blood Omen, *Exhumed*,
Syndicate Wars, *Micro*
Machines V3, *Ninja*,
Independence Day, *Aliens Vs*
Predator, *Actua Soccer 2*,
Duke Nukem 3D, *Wild 95*, *Area*
51, *Crypt Killer*, *Broken Helix*,
Viper, *QAD*, *Tenka*, *Monster*
Trucks, *Swiv 3D*, *Rapid Racer*,
Bushido Blade, *Dark Forces*,
Breath of Fire 3, *Major*
Damage and many more!

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PLAY

Managing Editor (Leisure)
Damian Butt
gecko@paragon.co.uk

Staff Writer
Graeme Nicholson
silencio@paragon.co.uk

Designer(s)
Tim Peach
Ian Feeney

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Contributors
Cat Buncannon, Stuart
Wynne, Mark Wynne, Ryan
Butt, Brad Burton, Phil King,
Andy McDermott, The
Masked Reviewer.

Advertising Manager
Alex Taylor
Direct line (01202 200236)
advertising@paragon.co.uk

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That lot: Advertising
Production Dave Osborne, Ross
Andrews Circulations &
Marketing Manager Michael
Robinson Marketing Assistant
Andy Youlins Production
Manager Jane Hawkins Systems
Manager Alan Russell Bureau
Manager Chris Rees
International and Sales Director
Jean Luc Janet International
Account Executive Catherine
Blackman
It Managing Directors
Di Tavener & Richard Monteiro
(richardm@paragon.co.uk)

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...Bloody marvellous!...

...playability that sucks you in like a French kiss!...



...it's so refreshing to finally see games on the PlayStation that have lasting playability...

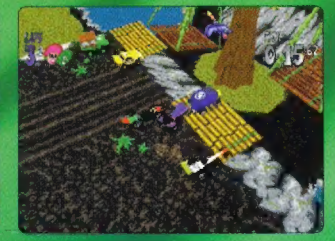
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